

HMGS-Midwest Newsletter

Summer - Fall 2019

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HMGS

The President's Postings

Little Wars 2019 After Action Report

Yet another Little Wars has come and gone! This year we implemented a digital footprint for game submission, registration, program, and events management. Needless to say, there were some kinks to work out. However, the overwhelming response was that we are moving in the right direction. Game Masters appreciated the digital game submissions that allowed them to see the current list of players and their emails for communication. Being the first year, we probably let game submissions and online registration go on longer than was prudent. This created a logjam at the program juncture. Getting sick for two weeks did not help with the editing of the program so the resulting game list was disappointing [no page numbers, lacking day designations on each page, small print, etc.] We have learned from this and will make improvements.

Online registration was successful as it helped us plan ahead in the ordering of merchandise. By the way, we still have T-Shirts, Mugs, and Dice with the Black/Gold 35th Anniversary theme for sale - contact Steve Fratt:

president@hmgsmidwest.com.

We think onsite registration went well despite initial problems on Thursday night with our printer connections. The same can be said for the Events Desk - once the

computer glitches were worked out, things began to run more smoothly.

We had considered using a TV screen for the Events Listings but were not able to figure out how to make it produce information in a timely fashion. We will have Mike and Amy DeLance helping us figure how to improve the running of the Events Desk. We were grateful for their service there in addition to my brother Brian's willingness to come in from California to lend a hand as well.

The team is working on the next Little Wars 2020 at the Westin. Any suggestions may be communicated through email at bod@hmgsmidwest.com

Little Wars Award Results

Duke Siefried Award:

This award was presented to William L. Webb for his "Sir Henry Morgan's Pirates of the Caribbean".



Duke Siefried was a "force of nature" in the hobby. He created stunning game presentations across historical eras (and some fantasy as well). His widow has honored our society by

letting us name our best visual presentation award in his honor.



The Theme Prize – “Combined Arms Warfare Through the Ages”

The Thematic Award went to Alexander Sewielski – “Charlie Company”. This award is predicated on how well the subject matter, execution, and gaming experience reflect the theme – Only Historical Games are eligible for this award.

HMGS – Navy Events

We have been honored to partner with the U.S. Navy at the National Museum of the Sailor at Great Lakes Naval Base in the past. We have done a double-blind Midway game with the Surface Warfare Command Staff in 2017 followed by Victory in the Pacific in December of the same year. In 2018 we commemorated the Birth of the Navy in October with a Guadalcanal event in February of 2019. The museum now has a large public space at the south end and has a new staff that has been directed to put more of their energies into organizing larger events that draw more people to the museum. This means that they will not be able to partner with us in creating events. However, we will be able to reserve the large space in the museum if we want to conduct any of our events at Great Lakes. Those interested in holding some naval games at the museum under the HMGS-MW “flag” should contact Steve Fratt, again at president@hmgsmidwest.com.

Second Annual Autumn Wars.

November 9, 2019

Last year we ran Autumn Wars with very little publicity in order to “test the waters” for using Tabletop Events. We found that participants enjoyed the casual atmosphere, the quality and variety of the dining commons food, and a chance to chat with each other. We will be looking for game submissions and online registration in October. This year games from any era are welcomed. Standard-size table will be 6' x 10' [four, 6' x 30" tables placed side-by-side]. Of course, we will take smaller and larger games as space allows. Again, details on how to submit games elsewhere in this newsletter. (*see more below!*)

THE BIG NEWS! Little Wars 2021 Will be Moving!!!

We are going to be moving to the MegaCenter at Pheasant Run Resort in St. Charles, IL for 2021 and 2022 on the third weekends in May!

Why the Move? - Paul and I contacted The Westin in Lombard about completing a contract for 2021 we found that the only date available was in the middle of March! When the Westin was bought out by Marriott recently, they augmented their sales staff to brokers outside the hotel, so HMGS-MW got lost in the shuffle. All the staff at the Westin Hotel loves working with us. However, corporate Marriott wanted to increase sales and efficiency so our history of working with the actual Westin sales staff for a date got superseded by an online sales staff working with the 30 different hotels now owned by the Marriott [perhaps you have seen the Bon Voyage commercials?]. Any dates in March are out because that is too close to Adepticon. The Board also realized that to stay with

the Westin would probably mean annual changes of weekend due to booking competition.

Why the Mega-Center? - two years ago Paul Dayton researched 30 properties in the Chicago area looking for the best location for Little Wars. At the time, the Westin seemed to be our best location. The Mega-Center at Pheasant Run came in second. As we realized the Westin was not going to work out for us, we reconsidered the list and went to the Mega-Center first. Perhaps the biggest draw was that they were not part of a larger corporation and would consider client loyalty of great value. No place is perfect, but the Mega-Center seemed to be the best location for us at this time. Here is some of the factors that went into our decision:

Advantages - Pheasant Run not owned by a large mega-corporation - client loyalty

Comparable Rent -

Larger square footage - all in one room - easy access to vendors

Special sky boxes - above the main floor for special games

Registration - in the lobby and events desk in main hall connected by a single door

No need to rent tables -

No required food minimum - Pheasant Run will offer burgers, dogs, pizza, at reasonable prices in the Center lobby

Several eateries - on site and nearby

Ample parking - 1000 spaces

Refurbished rooms - 75% of the rooms have two beds

Area shopping and restaurants

So, the Board decided to sign a contract with Pheasant Run Mega-Center for two years: 2021 and 2022. Mega-Center – here we come
Separate News on another Page

NEW EVENT! - The Emperor's Birthday! Mini-Con Report

Saturday, August 24, 2019

Steve Fratt has teamed up with another member of the Napoleonic Historical Society, Todd Fisher, to run a Napoleonic theme game day at Trinity College, 2065 Half Day Road, Bannockburn, IL 60015 in Melton Hall [where we had Autumn Wars 2018]. Tod Kershner put on a Sharpe's Rifles skirmish game set in the New World. Jeff Cohen ran Jena/Auerstadt using *The Age of Eagles*. David Esteness brought some of his product to sell and walked several players through *Et sans resultat*. Todd Fisher and friends fought the Battle of Neumarkt using *Revolution and Empire*. The gang from Milwaukee led by Lewis Stromberg brought their beautiful 30mm German Flats to fight Leutzen and Dresden. A second Milwaukee contingent led by Keith Johansen used classic 6mm blocks to duke it out at Quatre Bras. And finally, Steve Fratt set up his sprawling Ligny 1815 scenario using his own *The Victory Is Ours!* Based on the response to this first outing, we are planning on holding the event again in August 2020 at Trinity.

V.P. Membership Report Little Wars 2019

This year's Little Wars saw a record number of events and vendors. And despite the snowstorm, our attendance was stable at 700. We were able to fill every vendor booth in our dealer areas, and work is already on the way to repeat this for next year. With the move to Pheasant Run we can plan on increasing our dealer footprint and bring in even more sellers. If the membership knows of any particular companies they would like to see at Little Wars, I would encourage you

to reach out to me, so I can contact them early.

This year saw a dramatic increase in our "Treasure Hunt" We had close to 30 attendees complete the 8 Demo games and receive a prize. Because of demand, next year other vendors have expressed an interest in joining this fun event.

Behind the scenes. In our third year of giving out a convention swag bag we continue to get an increase in the generous support from Vendors. A crew of 16 put 11,000 items together into 635 Swag Bags. We did this the week before LW. Which an average swag bag price of \$59 per bag, for a total retail value of \$35,700. The earlier you get your bag the more items are included, a good case for pre-registering.

Prize support takes on many forms. The Best Table(s), Best Themed Game, Painting Contest, Treasure Hunt, and we gave many GM's prizes, to give out at their games. This is in addition to the medals. This year we gave out the unprecedented amount of \$10,000. Broken down into, Products, Gift Certificates and 2020 Little Wars Registrations.

In our never-ending quest to increase your membership benefits, we are looking at joining in World War II Days in Rockford, at the Midway Village Museum. We have a number of reenactor/gamers who are working on planning stages for this. We also have contacts at the Pritzker Military Museum, and we are investigating how we cooperate on events.

In closing. Originally HMGS-Midwest was going to co-sponsor the event "Emperor's Birthday" along with the Napoleonic Society. In the planning stages it was discovered that certain arrangements were expected that went against our established policy regarding vendors. There

were also other issues that were not conducive to the integrity of the membership. After much discussion and deliberation, the Board of Directors chose to withdraw its co-sponsorship.

Election Results

This year's election results produced two new members to Board of Directors of HMGS – Midwest. Tom Kuczak – *Member at Large* Tibor Ipavic – *Secretary* Here are their bio's.

Tom Kuczak – BoD Member at Large

Hi, I'm Tom Kuczak. I just recently graduated from DePaul University with a BS in Accounting and Management Information systems. I work for a great Midwest based public accounting firm called Plante Moran as an auditor. I enjoy being able to meet and interact with people and build relationships with them. I also am an appointed government official as a Youth Commissioner for the Village of Harwood Heights, for almost 4 years. My role is to organize and create programs for kids of all ages as well as community events. I am in the process of introducing programs catered to kids to start playing tabletop games and eventually historical miniatures

Tabletop gaming has always been a part of my life. I started when I was about 6 with board games but soon found myself fascinated with the miniature's aspect of it. That fascination led me to getting into wargaming. Now I am actively GM'ing at clubs, hobby shops and conventions.

I wanted to thank you all for electing me onto the board. It has been my goal to modernize some of the systems that we use. You may have

notice that the website looks different and is hopefully easier to navigate. We will be continuously improving the website to make it better. I will be taking point on Tabletop Events so feel free to reach out with any questions about the site. I know that there is a learning curve to navigating Tabletop, but it makes organizing events like Autumn and Little Wars much easier!

Tibor Ipavic – BoD Secretary

I'm an "Old Guy", 62, but much newer to the hobby than most of my peers. I began to actually wargame in the early 90's – introduced by my co-worker and good friend, Dave Latz. Some of you know of him he's been around the hobby a lot longer than I and a most prolific gamer.

I'm Slovenian (not Slovakian), born here in Evanston, Illinois two weeks after my refugee parents and sister arrived in this country in 1956, from having escaped communist Yugoslavia in 1952!

I grew up in Wilmette, IL, and went to New Trier East High School. I was very much into the Arts - Drawing, Painting, Photography and Architecture. I attended college at SIU Carbondale majoring in Architecture which became my profession for 35 years. I was involved in many high-profile commercial projects throughout the country – many that you may have walked through, like the Harold Washington Chicago Public Library and many Chicago Public Schools.

In 1991, I joined the U.S. Army Reserve and served 25 years, retiring in Nov. 2016. From 1991 to 1994 I served with the 12th Special Forces Group (Airborne), HHC. That unit was unfortunately disbanded in 1994 so most of us "jumped ship" to stay

in Special Operations, and I joined the 17th Psychological Operations Battalion and served in three others thereafter the 16th, 12th 8th, and back to the 16th. For the remainder of my military experience I was a PSYOP Specialist. I was deployed for the war - OIF/OEF in 2003-2004.

Aside from that, I have many hobbies outside of "historical gaming". Over the years I've been active in many sports and activities; such as, Fencing, Archery, Shooting, Bicycling, Tennis, Racquet Ball, Sailing and competitive in most of those activities. Also, I've done a fair share of WWII reenacting which was truly unique, out in California, when I lived out there for 16 years, in the San Francisco Bay Area. I'm no longer in Architecture since 2007, thereafter having been a Sailing Specialist / Asst Manager, and eventually a Manager of a West Marine Store in the Bay Area. I returned to the Chicagoland area in October of 2014 to become Primary Care Giver to my mother, and this year I started to drive for LYFT, now that my mother has recently gone into a nursing home.

As HMGS Secretary I hope to impart some new vitality into the organization and ultimately into our local hobby. We are looking to grow and expand our current conventions and begin to promote new ones. We, the Board of Directors are also looking to you members to step up to the plate and help us expand the participation by volunteering, but more importantly to help organize and recruit more games and gamemasters, particularly in your historical periods of interest.

I've listened and heard members complain of the lack of this or that period of historical wargaming on the wane, well, I propose and encourage

that problem can be solved, in part, by your pro-active participation in fostering and expanding the gaming and gaming areas of interests allowing greater dividends for all involved. It's a Win-Win situation.

I implore you to contact the board members to facilitate this process with your help. More revenues will be generated allowing for greater savings associated with our conventions. If we generate greater numbers in games and attendance, costs of things like hotel rooms, can be negotiated down, garnering more and better prizes and swag bag goodies. Much of the revenues are generated by the vendors who attend. They respond to an uptick in attendance and games which to them translates to more sales at the cons. We are moving towards getting and keeping some of the hobby's "heavy hitters", making it worth their time and money to be represented at our cons.

Little Wars is our "bread and butter" and so we are looking to get a lot more youth involved as they are our future gamers and will validate whether we can grow this wargaming hobby or whether it withers on the vine. Going forward, we are looking into developing one-day "feeder game" events in local venues, like local libraries, high schools, colleges, village recreational centers to expose the hobby throughout our communities and increase the magnitude and interest to people who otherwise have no inkling about this hobby. In closing, I'd like to thank all those who voted in these elections and appreciate the support, as we as an organization will look to advance HMGS and historical miniature wargaming in our community. Godspeed and see you on the Miniature Battlefields!



2nd Annual - Autumn Wars

When? Saturday, November 9, 2019 **Where? Trinity International University**
2065 Half Day Rd., Bannockburn, IL 60015 (847) 945-8800

Come and enjoy some great games in a relaxed atmosphere with good friends (or your gaming enemies!). Last year the games were all from the pre-20th Century era. This year it is an open theme so any historical miniatures game from any historical period is welcomed. Once, again we will be meeting in **Melton Hall** at Trinity College.

Gaming Schedule:	8:00 am	Setup Games in Melton Hall & Onsite Registration begins
	9:00 am	First Games Begin (<i>GMs may set up the night before!</i>)
	12:00 am	Autumn Wars concludes

On-Site Food Schedule:	9:30 - 11:00 am	Breakfast in Hawkins Hall (\$10.00)
	11:00 am - 1:30 pm	Brunch in Hawkins Hall (\$10.00 all you can eat!)
	5:00 pm - 6:00 pm	Dinner in Hawkins Hall (\$11.45) or, local off-campus eateries.

Game Submissions: September 15, 2019 - October 19, 2019 [through Tabletop Events]

Pre-Registration: October 1, 2019 - October 31, 2019 [through Tabletop Events]

Cost:	Pre-Registration:	\$10 HMGS Member	\$20 non-member
	On Site:	\$15 HMGS Member	\$25 non-member

A Wargamer Looks at the Viking Era

by Leonard Krol

We war gamers tend to look at history a little differently than most people. Let's take a look at the Viking period (793-1066.)

It should be noted that the Danes had been fighting the Franks for years and had to build a wall across the Jutland peninsula to keep the Franks out. The English had a fight between Scandinavians and government officials 4 years before the first Lindisfarne raid. The era ended when the last Scandinavian candidate for the English throne was killed at the battle of Stanford Bridge. Scandinavians would occasionally raid the English coast for another decade

There is no Viking Great Leader. The Huns had Attila, the Mongols had Genghis Khan, and the Saxons had Alfred the Great. There were a few notable war leaders. They either died in battle or reigned for a short time.

There were three groups of Vikings: The Swedes, Danes and Norwegians. The Swedes travel to the east and settled in what is now Russia and the Ukraine. The first century of their existence is unknown. There are no Sagas about them or eyewitness accounts from the victims. The Swedes were mostly traders, but life was not always peaceful. They often had to fight off attacks from the local savages who wanted to loot from them. The Swedes would trade with the Byzantines and the Persians. The Swedes would settle in the area of Russia that was at the headwaters of the Dnieper and the Volga rivers. They would travel down the Dnieper to the Black Sea and then to Constantinople. The Dnieper had a number of rapids and goods had to be portaged around the rapids. At these locations, they could be attacked. The

Volga was a longer route, but it was often more profitable.

The Danes was the largest group. Since Denmark was not divided by mountains or fjords it was easy to keep the country unified. The large Viking armies in England and France were mostly Danish, even if their leaders were not.

The Norwegians are who we think of when we think of Vikings. They were the daring mariners who traveled far and the fierce raiders. They were the first raiders in the west and the Danes would follow.

Did the Berserkers exist? They are mentioned in sagas written down in the Thirteenth and Fourteenth about battles of the eighth and ninth centuries. They are described as crazed fanatics who would stand before the enemy shield wall screaming and throwing rocks at them while wearing only a bearskin. Contemporary Christian sources never mention these guys. That is unusual because the Christian writers do everything they can to portray the Vikings as Satanic demons. To the modern eye, it looks like Berserkers were skirmishers. Like other people who had to face a close order opponent, the Vikings developed units that would fight in open order to reduce or break the cohesion of the enemy.

The Vikings are most famous for their longships. These were a wonder of their age. They were sleek and stable on the high seas. They were fast under sail and under oars. The longships could easily travel upriver up to a depth of one meter and could be landed anywhere. The smaller ones had a crew of 40 while the larger ones had a crew of 80. For longer voyages they had Knarrs. These were cargo ships built in almost the same way as the longships. It was also light enough to

be portaged and could be used as a roof for a shelter.

The Vikings used the longships as transportation. They never developed naval tactics. In the few Viking sea battles that occurred, they just tied their ships together and fought as if on land.

How good were the Vikings as mariners? Only as good as they needed to be. They followed the coasts and were rarely out of sight of land for a few days. To cross the Atlantic, they would just follow the Shetland Islands to the Faroe Islands and then to Iceland. Greenland was a short distance away and the North American coast was another short voyage. If you believe the Viking sagas, they were always lost and that would be the start of the adventure. One gets the impression that the many safe voyages were never remembered. They never made good stories.

The enemies of Vikings would build watchtowers to warn the locals of the approach and to provide shelter for the locals. This would be later expanded into castles. Mounted units would be formed that could quickly ride to the site of the attack. The Viking lacked cavalry and so even a few would be a serious problem for the raiders. The only time Vikings were on horseback were in their great armies or while fighting their political wars at home.

The Viking forces were mostly infantry. They had archers, but it did not seem to have an effect on any battle. They should never be more than ten percent of the force.

The main armor was shields and helmets. Raiding Vikings would wear at mostly leather or padded armor. In the Viking armies the household troops of a king or noble would have chainmail armor. The main weapons would be spear, swords and axes.

The main tactic of the Viking army and their enemies would be the shield wall. The shield wall is where the soldiers would stand with overlapping shields. Most of the Viking battles would be at some ford, bridge, pass, or narrow road. The shield wall would rest its flanks on natural boundaries. One side would have to attack. They would try to soften up the shield wall with archers or have the berserkers scare everybody. Then the attacking shield wall would press against the defenders. The hope that someone would fall, and this would open a gap. However, if the defender has a second line, he can send in soldiers to plug the gap. The battle would continue until one side routs. The battles with the great Viking armies against the English and French would be like this. There were also many battles between Vikings. Sometimes they were feuds between nobles. Often a king had to defend his throne against usurpers or rebels.

Axes were useful against the shield wall. They could break shields. In Sagas, the shields break at the most dramatic moment. You could also use axes to reach down and trip an enemy and open a gap in the shield wall.

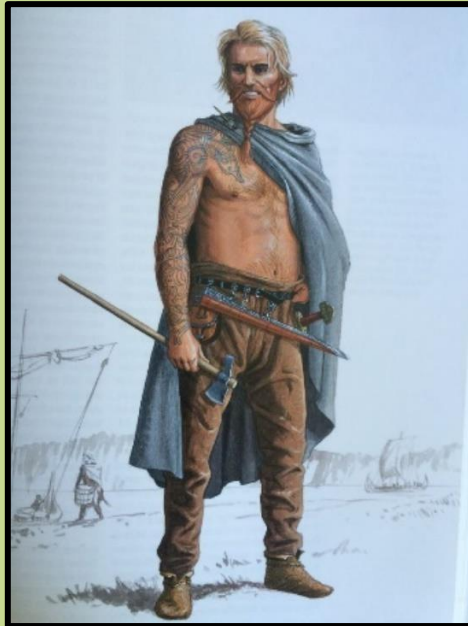
When recreating these types of battles, set the victory conditions where one side has to attack to win.

You can have campaigns. Your Viking group has to attack a number of places. The first few should be easy, but you do not gain much loot. With each raid it gets harder to surprise the locals and the defending forces are larger and stronger. Viking leaders can also negotiate for a bribe to leave. The Vikings can end the campaign whenever they want.

There were also battles against barbarians. At example would be attacks against the Swedish Vikings while they are portaging around some

rapids. Other examples would be fighting in Greenland and North America. In these the barbarians would be fighting in open order. The Barbarians should outnumber the Vikings by a large margin. At first, they should be fanatical, but would lose morale if they are not successful or take any casualties.

The Vikings were noted colonists. One of the reasons for the Viking expansion was a population explosion and a lack of land. The Vikings would colonize areas that were empty or made empty by previous raids. A few examples are the Danelaw in England, Greenland, Iceland, and Ireland. In Ireland Vikings established the first cities in that country. The presence of the Vikings would lead to fighting between the locals and the Vikings.



Relatives of Leif Ericson tried to establish a colony in Vinland. They recorded much fighting between them and the locals, whom the Vikings called “Skraelings.” In the saga based on this event, the Vikings are fighting among themselves in the most brutal ways. They also were inept at diplomacy and trade. They were a number of fights between the Vikings and natives and the Vikings were forced to flee.

Other expeditions to North America did not have to have these problems. The Viking boats could easily sail up the St. Lawrence, the Hudson River and other small rivers. These Vikings were experienced farmers, hunters and fishermen. They were not like the amateurs that landed in Jamestown. These Vikings could take care of themselves. They did not need supply ships. I get the feeling that there were other settlements, they were self-sufficient and never bother to report back to Europe.

You can have campaigns where your Viking group is exploring an unknown land and can have many encounters, even with mythological beasts.

The Viking age gradually ended. The many overseas colonies relieved any overpopulation problems. The battle of Edington (878) was the turning point. This was not because the Vikings lost the battle, but that they agreed to become Christians. Christianity unified the Scandinavians and reduced violence among them. The irony is that the Scandinavians would defeat the Saxons. King Canute would rule an empire that contained England, Demark, Sweden and Norway for twenty years. Former Vikings call the Normans would conquer England in 1066. The difference was that these rulers were Christian not pagans.

Your local library has many books about the Vikings. They mostly focus on political or cultural history of the Vikings. The best book for war gamers is Paddy Griffith’s *The Viking art of War*. Also helpful are *The Vikings and their Enemies* by Phillip Line and *The Sea Wolves, A History of the Vikings* by Lars Brownworth. That will get you started on this time period. This is just a capsule summary of the period. This will get you started.

HMGS-MW Financial Summary as of July 19, 2019

By Paul Dayton, Treasurer HMGS-MW

The summary of Assets is given below, along with a summary of LW2019 financials. In short:

- 1.) Our financial situation remains essentially constant from 2018 to 2019
- 2.) LW 2019 financials; we are essentially paying for the event without significant use of membership funds

Accounts Summary

ASSETS

Checking	\$18,205.87
Savings	\$21,545.05
Cash	\$0.00

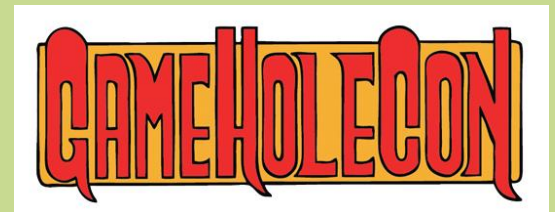
NET WORTH

\$39,750.92

Look for these HMGS sponsored events



Oct. 25 – 27, 2019



Oct. 31 – Nov. 3, 2019



March 26-29, 2020



March 25 – 29, 2020



May 29 – Jun. 1, 2020



July 30 – Aug. 3, 2020

Little Wars 2020 Painting Contest

Win awesome prizes provided by our generous sponsors!

Two Ways to Win:

- 1st: The People's Choice Award (PCA) - where your "Frenemies" have the opportunity to vote for their favorite entry. These votes are then tallied for each category.
- 2nd: Overall best in show prize and prizes in each category as determined by a team of experienced painters.

Here's how it works:

Submit your entries at Events Desk with your name, entry name and brief description. Once an entry number has been assigned it will be locked in the display case in the main gaming hall. Entries can be submitted from Thursday through Saturday NOON! PCA voting will take place from 1-4 pm Saturday (see voting card in your registration packet.) Votes for the PCA and the decisions of the judges will be announced at 5:30 PM on Saturday.

Only one entry per category permitted, but multiple categories allowed (max. of 3 entries).

- Single figure: 25mm – 54mm for any of the following
 - o Fantasy
 - o Historical
 - o Science Fiction
- Unit: Smaller than 25mm scale
 - o Smaller than 25mm
 - o 50mm base or 300 mm x 200 mm movement tray
 - o At least five figures
- Unit: 25mm – 54mm scale,
 - o 50 mm base or 300mm x 200 mm movement tray
 - o At least 3 figures
- Diorama or Figure(s) > 54mm:
 - o up to 90 mm scale,
 - o 300 mm base diameter x 400 mm maximum height

We look forward to seeing your favorite entries this year. Good Luck!

HMGS-Midwest Game Night!

HMGS-Midwest sponsors a monthly game night at Games Plus on the second Friday of every month at Games Plus, in Mount Prospect, IL.

The type of miniatures game rotates each month as guest game master put on their finest. The game is not always historical but is always fun.

If you are interest in stopping by to play, watch or just get some terrain and painting ideas please do. We welcome guest game masters as well.

The game is open to all, but HMGS-Midwest members additionally receive a special 10% discount on all purchases made during HMGS-Midwest Game Night, just show your membership card.

Games Plus
Mount Prospect, IL
847 577-9656
10% Discount
Second Friday of the Month



Adepticon - Wargames Illustrated

Magazine Spotlights HMGS-Midwest Game Masters

(with permission - June 2019 magazine)

As part of our Ambassador program in bringing some of our Historical Games to other conventions, we were featured in the June 2019 issue of Wargames Illustrated.

Our goal in this endeavor is to “Show the flag” for HMGS-Midwest, spread the word regarding our conventions, and attract new members and gamers. This adds value and content to other cons and gives us a great opportunity to meet and talk with others on a direct basis.

ADEPTICON 2019

SHOW REPORT



IT ISN'T JUST WARHAMMER ANYMORE....

Teras Cassidy of Geek Nations Tours shares his thoughts and highlights on the this rising star on the US convention scene.

With another journey to Adepticon (Chicago) completed, and with all my boxes checked – games played, seminars taken, and friends visited - I have a chance to reflect on AdeptiCons past and present. I am amazed how this convention has grown over the years. From its beginnings as a small local gaming tournament Adepticon has

grown to roughly 5,700 attendees in 2019.

Many wargamers will be familiar with AdeptiCon for its massive Warhammer 40000 and Age of Sigmar events. This year's 40K Championships drew upwards of 260 gamers, while the '40K Friendly' saw 100 participants, and the 40K Team Tourney brought in 127 teams or 508 players. Even Age of Sigmar saw a growth spurt with the Championship bringing almost 190 enthusiasts to the fantasy event. The Vendor Hall has

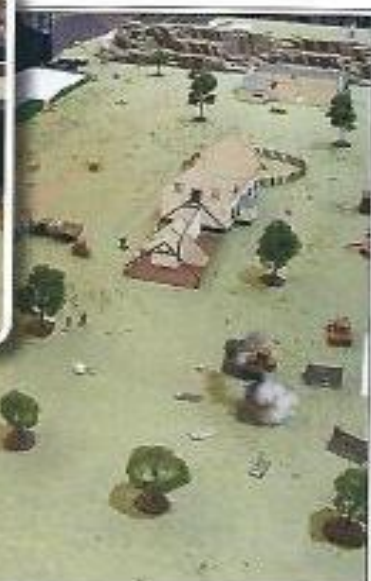
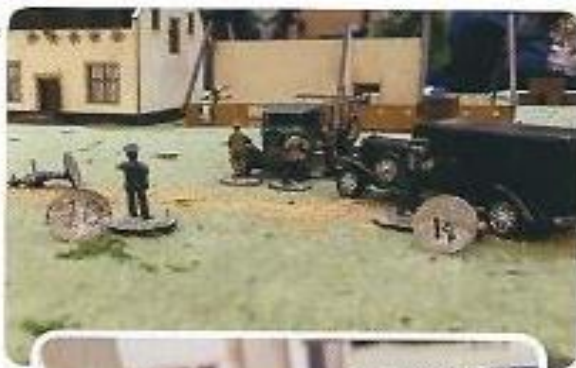
grown too - more booths than ever fill its ever-bulging space.

But in recent years I have not only seen growth in the number of other science fiction and fantasy games present, but also a trend to embrace more historical wargaming as well. As a result, I thought I would cover the other side of the tracks, and take a look at just a few of the games which aren't about the big-boys of the hobby, but offer something to wargamers of all stripes. Here are a few of the choices on offer...

This year we had three of our games highlighted, by Teras Cassidy of Geek Nation Tours. The first was by our newest Board Member, Tom Kuczak, running a 28mm, Chicago Bootleggers game, based on actual events.

HOOCH!

Tom Kuczak ran the HMGS Chicago's Bootleggers event. He was extraordinarily welcoming, and he stressed that not only were all welcome, but he was happy to give an enjoyable gaming experience to people at any experience level, with any degree of historical knowledge. Besides, how could you not be interested in a game that pits Al Capone against Bugs Moran, who have to contend with not only the bootleggers but with the Feds as well. Tom used *Bootleggers: The 1920s & '30s Adventure Game* by Steve Barber to set the scene for a Prohibition era game where the typewriter might be as important as a tommy gun.



Also featured was a what-if, World War II game that looks at a Cold War-Gone Hot. Imagine, the 1938 era with the French engaging the Russians in 15mm



NOT NOW JOHN ...

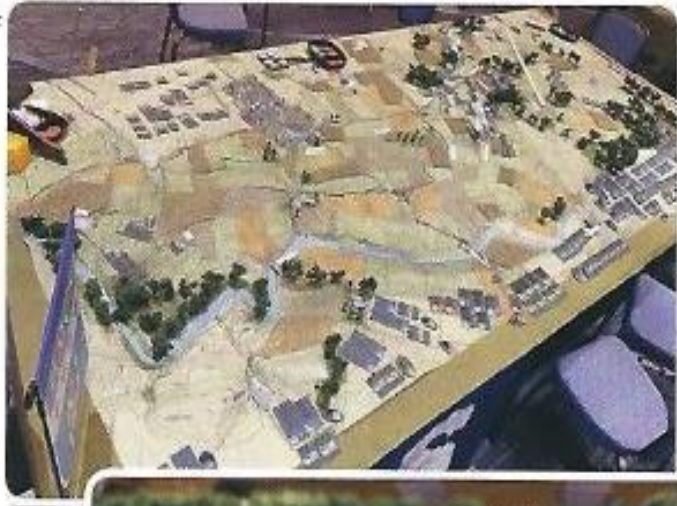
Kevin Cabai (one of the HMGS board of directors) used his *Jagdpanzer* rules to lead a marvelous game he calls *Wacht am Rhein 1938*. The tabletop came alive as players were immersed in an alternate Cold War scenario where "NATO" faces a Stalin-led Soviet Union and an equally twitchy French force eager to defend its nation's sovereignty. Not only did the Russian Cossack force appear behind French lines to overrun their command section but the Russians also managed to employ their T-26T Teletanks (the first radio-controlled tanks) to hunt on a board filled with beautiful terrain. Tanks ran amok and much devastation was left in their wake...

By the way, I found out Kevin put a lot of himself into the *Jagdpanzer* rules as he was an armour officer in the US Army for 16 years.

Finally Dr. Steve Fratt running a 6mm Antietam game. Complete with hidden deployment and troops movements, and based on an actual topographical map of the original battlefield.

CORNFIELDS IN MINIATURE ...

After a double-take, I was shocked at how recognizable Dr. Steve Fratt's tabletop representation of Antietam was. I have walked this battlefield twice and I would have loved to give the game a go, if only I had had the time. As part of the HMGS contingent to AdeptiCon, Dr. Fratt used his new Civil War rules – *A Small and Deadly Space* – to represent the battlefield in 6mm glory. Steve lead several scenarios during the weekend which recreated Hooker's attack through the Miller Cornfield, Sedgwick's Division in the West Woods, Richardson's taking of the Sunken Road and, of course, the engagement at Burnside's Bridge.



The table was magnificently laid out and the multitude of 6mm Heroics and Ros miniatures (straight from the 1970s) really was outstanding. Further, Dr. Fratt added an even greater degree of angst to the game by taking pains to hide some Confederate troops behind blinds!

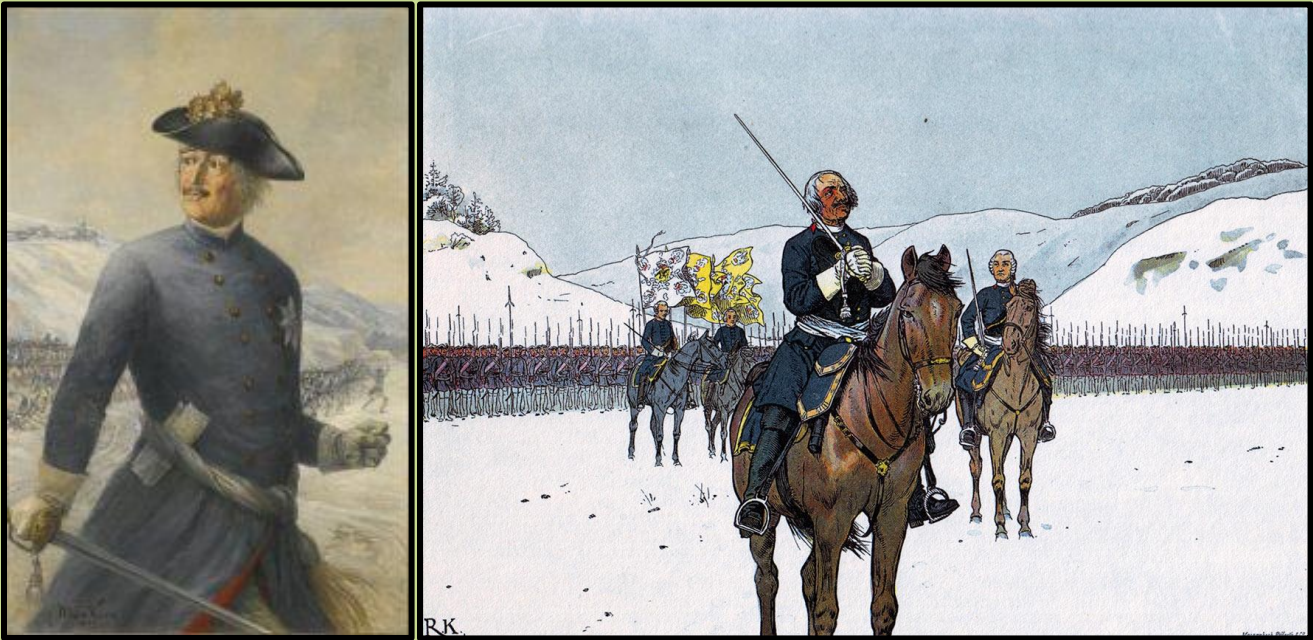
Six Decisive Battles of the 18th Century European Wars for Hegemony By Bob Fulton

Part 1 - War of the Austrian Succession (1740-48)

< The Battle of **Kesselsdorf** (15 December 1745) >

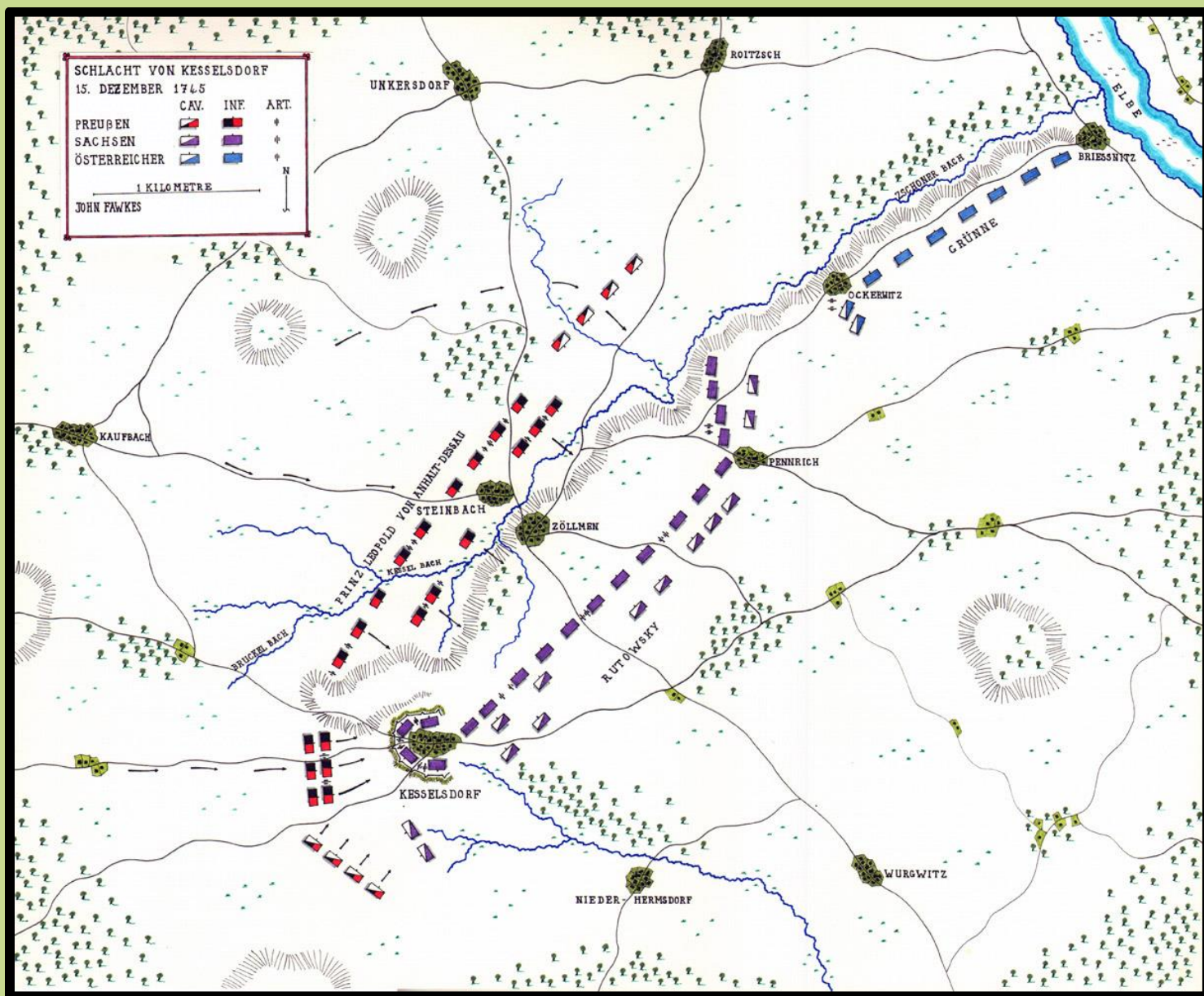
< Second Battle of **Cape Finisterre** (25 October 1747) >

Battle of Kesseldorf, 15 December 1745



Prinz Leopold of Anhalt-Dessau came up with the main Saxon Army under Marshall Rutowsky in positions along the Zschoner-Bach, a tributary of the Elbe, at the town of Kesselsdorf. Rutowsky was in company with an Austrian contingent under General Grünne. The Saxon left lay in the town of Kesselsdorf which Rutowsky had fortified and garrisoned with a strong contingent of infantry and guns. The remaining Saxon infantry was positioned along the river line with cavalry in support on the left and center. The Austrians lay along the river line but further towards the Elbe and took no part in the battle.

On 15th December 1745 the Prussians approached from the West through snowy conditions. Whereas Frederick would have sought to outflank the Saxon positions the elderly Prussian veteran resolved on a frontal assault on Kesselsdorf the strongest section of the Saxon line.



A force of Prussian infantry including the Old Dessauer's own Anhalt regiment carried out the attack but were brutally repelled by the heavy artillery fire from the town and fell back in confusion. A second assault was mounted but was also repelled. Seeing the Prussians in retreat the inadequately disciplined Saxons poured out from behind their defenses in pursuit, only to be caught in the open by the waiting Prussian Dragoons. The shock of the charge sent the Saxons tumbling back and through their former position in Kesselsdorf, driving them from the field. At this same time, Leopold's son, Prince Moritz, personally led an infantry regiment which broke through the Saxon center.

The regiment, although isolated, held its ground while other Prussian regiments attempted but failed to link up with it due to the stubbornness of the Saxon defense.

Eventually, Leopold's success in taking Kesselsdorf bore fruit and the Saxon flank was turned causing the Saxon line to collapse and their army to flee at nightfall. The Prussian cavalry attack followed by the re-invigorated infantry took the Prussians through Kesselsdorf and triggered the collapse and precipitate retreat of the whole Saxon Army followed by their Austrian comrades.

While the destructive assault on Kesselsdorf was taking place the infantry of the Prussian center and left attempted an attack across the marshy river against the Saxon center and right, but with little success, until the Saxons withdrew following the capture of the town. Rutowsky's army fell back in considerable disorder on the Saxon capital Dresden.

Second Battle of Cape Finisterre, 25 October 1747



Battle of Cape Finisterre
"Battle of the ship Intrepid against several British ships"

A British fleet of fourteen ships of the line commanded by Rear-Admiral Sir Edward Hawke intercepted a French convoy protected by eight French ships of the line commanded by Admiral Desherbiers de l'Etenduère. The battle took place in the eastern Atlantic, roughly halfway between Ireland and Cape Finisterre in northwest Spain.

Initially, Hawke thought he was up against a much larger fleet of warships and formed a line of battle; when the French responded in kind Hawke realized that he was faced by inferior numbers that could be progressively enveloped by a "swarm" of ships. This allowed the British to make up for their inferior individual firepower by concentrating their fire on one ship at a time as Anson had done back in May, rather than rigidly sticking to a line of battle. At first, the French mistook the British ships for members of the convoy; on realizing their mistake the French hoped to use their warships to just divert the British for long enough that the merchants had a chance to escape into the vastness of the Atlantic.

British Fleet (Edward Hawke)

- HMS Devonshire 64/66 (flag, John Moore)
 - HMS Kent 74 (Thomas Fox)
 - HMS Edinburgh 70 (Thomas Cotes)
- HMS Yarmouth 64 (Charles Saunders)
 - HMS Monmouth 64 (Henry Harrison)
- HMS Princess Louisa 60 (Charles Watson)
 - HMS Windsor 60 (Thomas Hanway)
 - HMS Lion 60 (Arthur Scott)
 - HMS Tilbury 60 (Robert Harland)
- HMS Nottingham 60 (Philip de Saumarez)
 - HMS Defiance 60 (John Bentley)
- HMS Eagle 60 (George Brydges Rodney)
 - HMS Gloucester 50 (Philip Durell)
 - HMS Portland 50 (Charles Stevens)
 - HMS Weazel 16

French Fleet (des Herbiers de l'Etendue)

- Tonnant 80 (flag, Duchaffault) — escaped
- Intrépide 74 (Comte de Vaudreuil) — escaped
 - Terrible 74 (Comte du Guay) — captured
 - Monarque 74 (de la Bédoyère) — captured
 - Neptune 70/74 — captured
- Trident 64 (Marquis d'Amblimont) — captured
 - Fougueux 64 (du Vignau) — captured
 - Content 64 — escaped with merchants
- Severn 50/56 (du Rouret de Saint-Estève) — captured
 - Castor 26 — escaped with merchants
 - Convoy of 252 ships

Hawke approached from leeward while the French sailed close-hauled in a line ahead, hoping he would engage in a long-range artillery duel.[4] Instead, Hawke made the signal for a general chase, freeing his captains from the constraints of a formal battle. The British overhauled the French line and enveloped it from rear to van, capturing six ships. The Comte de Vaudreuil in Intrépide, first in the French line, turned back to help his admiral, allowing both ships to escape. The French also lost 4000 men, which would prove as devastating as the loss of the ships themselves.

The merchants escaped under the protection of the Content 64 and Castor 26 and continued across the Atlantic. However, most of them were intercepted and captured in the West Indies by Commodore George Pocock in the winter of 1747-48.

Volunteer Opportunities Available

HMGS-Midwest has over 400 members. More than a couple are very talented, insightful people, who good ideas to share and the skills to execute. And we'd like to get you involved!

In what you ask?

We'd like to hear some of that from you. We'd like your ideas, insights, and plans. And we'd like your help in making them happen.

We've got a couple of things on the ideas list already that could use your contributions:

Newsletter Contributors

We're looking for articles that you'd enjoy reading yourself, because you're a wargamer, and you know what wargamers like.

From product and convention reviews to 'how-to's' for figure conversions and terrain building.

Contact
bod@hmgsmidwest.com
to get the rundown on submission deadlines, article lengths, and the like.

Convention Volunteers (On-site)

Was there ever a time that you attended a convention and said: "Wow, they really have too many volunteers, I get my questions answered too quickly, the lines move too fast, and it is too easy to find someone when I need help!"? No, probably not.

HMGS-Midwest has been very fortunate in benefiting from a dedicated group of volunteers, but we can't expect them to do this year after year, forever. It is even rumored that after 6, 8, or 10 years of volunteering... some can feel 'burnt out'! Someday, at least some of them will want to go back to wargame again! So, we are working to build a volunteer pool, and we'd like you

to be in it. We're interested in people who have varying levels of experience but a strong desire to help and contribute to:

Registration Support
Information Support
Game Judge Support
Vendor Support
Flea Market Support
Event Support

We are especially looking for members with a background in customer service or event management, and those with strong organizational skills.

Contact
bod@hmgsmidwest.com to find out specifics!

Convention Volunteers (Prep)

Well before a convention begins, there are many tasks required to be done, from the filling of SWAG bags, to the preparation of mailings. Many of these tasks are not terribly difficult, or terribly exciting, but they are terribly necessary. We're still months away from these jobs ramping up, but... plan early, plan often... If you'd be willing to help when the need arises:

Contact
bod@hmgsmidwest.com and we'll be in touch as we near Little Wars 2020.

Advertising & Marketing

We all know how hard it can be to get the word out about the stuff we're doing, and so, we'd like your help.

The Board of Directors is actively working on a marketing and promotion plan, and we're going to need not only contribution of ideas, but also assistance in execution to pull it off.

If you'd be willing to contribute your talents, we'd feel lucky to hear about them.

Contact
bod@hmgsmidwest.com to find out what we're doing, what you could be doing, and how we can do it together.

Artistic Contributors

From time to time, HMGS-Midwest will have a need for artwork, from iconography for promotional items, to more long lasting and more elaborate pieces.

If you're an artist, if you're an artistically inclined individual, if you're interested in contributing, we'd love to see what you can do.

Please send a sample image of your work (500x500 pixels, 72 dpi, PNG, JPEG, PDF, or GIF) to bod@hmgsmidwest.com.

Professional Services

HMGS-Midwest is incorporated in the state of Illinois and as such as subject to Illinois state law. If you are a professional in areas related to financial, asset, and policy auditing, such as a Certified Public Accountant (CPA), and licensed in the state of Illinois, who would like to give back to the regional wargaming community, please contact bod@hmgsmidwest.com.

Website

We have also migrated to a more modern development platform. This step will make the two subsequent goals of extending our website's functionality, and making it easier to update through lower administrative overhead, possible.

Phase one is complete, moving from a series of static HTML pages to a light content management platform – Wordpress (wordpress.com).

Implementation of Phase two is under way with on-line registration.

MAIL LIST

We're proud to announce that HMGS-Midwest has now moved to a formal e-mail distribution list. We are using the MailChimp (mailchimp.com) service for our mailing list. The service is free for accounts that send less than 12,000 e-mails per month, to less than 2,000 addresses.

The MailChimp platform provides compliance with federal anti-spam laws, as well as basic analytics so that we know what proportion of members receive and open the e-mails sent.

A distribution list prevents the recipients' e-mail addresses shared with every other recipient, thus adding a basic layer of privacy protection.

Similarly, it uses a centralized list of addresses that can be grouped and easily maintained, which any designated administrator can use to send out communications.

There are three main goals:

- 1) Modern platform
- 2) Extendable functionality
- 3) Easier to update

