



HMGS

HMGS-Midwest Newsletter

Little Wars Preview

Spring 2021

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The President's Postings

SITREP From "Six Actual" by Kevin Cabai



In my (much) younger years GMing at Gencon, in 1989. I do not know what is worse my clothes or my terrain. I still have the shirt, and the lichen

As I sit at the keyboard this last day of March, I can't help but see some historical references. Being historical gamers we know the month of March comes from the Roman-Martius, the God of War. His month was the beginning of the Campaigning Season. So here we are starting our own Campaigning (Convention) Season. This newsletter is our official Little Wars Preview for the upcoming con. The last time we met in 2019, was our 35th anniversary and our biggest Little Wars to date.

Even in a regular year it would be hard to top. But this "Little Wars," promises not to disappoint. With 20 great vendors and over 120 impressive events, there will be something for everyone.

There are a number of added attractions, SITREP Podcasts will be doing live broadcasts and interviews throughout the con. The lads from the Seven Years War Con and Military Modeling Society of Illinois, will set up camp. Make sure to visit their booths and see what they are about. Back as always, is our Wounded Warrior Raffle, Painting Contest, and this year's Guest of Honor-Mike Reese.

We have a limited amount of Little Wars merchandise (T-shirts and dice) so get yours quickly. We have our Membership Meeting Saturday morning at 8 AM, and our awards ceremony Saturday night at 6 PM.



Highlights: Also in this issue, is a selection of informative historical and gaming articles. We will test your brain with a trivia Contest and ACW Crossword Puzzle, as well as our usual features. Our Leadership section is a little lighter than normal, because everyone has been so heavily engaged in the convention prep. That is all for now see you in 4 weeks!

Administrative News

A Reminder: The Board has voted to postpone the 2021 election of Officers which was scheduled to take place between February 1, 2021 and March 31, 2021. With the cancellation of LW 2020, the attendees were not able to renew their membership. The formalized dates are announced in this issue. Page 5.

Kevin Cabai

president@hmgsmidwest.com

Legacy Program

by Jon Michal

HMGS-MW General Counsel

We have the following unpainted miniatures available:



Ancients (25mm - manufacturer(s) unknown)

- Han Chinese
- Galatians
- Gauls
- Numidian
- Sassanid Persian
- Early Imperial Rome
- Middle Imperial Rome
- Late Imperial Rome
- Thracian

Ottoman Renaissance (25mm - Minifigs)

Napoleonic (25mm - Minifigs):

- British
- Allied

We also have a very large amount of painted 15mm Napoleonic.



Our goal is to put these items up for sale during the upcoming Warchest event, this June. If you are interested in any of these figures sooner, Contact **Jon Michal** at tnk321@ameritech.net.

Miniatures Swap

We all have minis we will never paint and painted minis we will never use again. We all are interested in new periods because of games we have played at **Little Wars** or at **Autumn Wars**.

Send us a list of your wants and/or what you have to offer, along with your e-mail address or phone number. In each issue of the newsletter we will run your list.

Send your information to:
tnk321@ameritech.net,

or call:

Jon Michal at (847)
823-1370.



Tournaments

by **Tibor Ipavic**

HMGS-MW Secretary

Bolt Action Tournament on the Agenda

The HMGS - Midwest Board of Directors are excited this year to be able to bring another historical convention to fruition despite the tribulations of the past year and a quarter. We've had a very successful Autumn Wars last October and though we weren't able to run Little Wars in 2020, the situation has improved and things are looking good this year; and, a green light for Little Wars 2021 is four days of gaming going full steam ahead.

We know a lot of gamers out there are chomping at the bits wanting all the benefits and fun of a full-fledged historical convention to participate in, with all the variety of games at their beck and call.

We are glad to bring one of our favorite events, a tournament, that being the "Bolt Action Tournament"! This has always been an excellent run event. We're happy to tell you that none other than John Russell of Warlord Games will be running the event as he has done so well in the past. And, of course, competitors will be vying for prize support that will be amply provided.

Indicators are that gaming attendance is proving to be resounding this year despite the pandemic, and though this won't have the numbers of years past, we're seeing a solid amount of registrations coming in - better than expected! So, gather your armies and partake in the 36th Annual Little Wars of 2021!

We here at HMGS-MW are looking forward to your participation.

- LW 2020 expenses above were largely for products that can be used for LW 2021
- A contract has been secured for hosting Little Wars 2021 at the Westin Lombard once again
- Facility Deposit at Pheasant Run (for original August, 2021 LW) was refunded to HMGS MW creating additional cash revenue of \$2,500 during 2020
- Autumn Wars held in October, 2020, at the Grand Geneva Resort over 3 days; final operating resulted in \$102.73 of net income
- Autumn Wars revenue from 2019 of \$1,100 was not deposited until spring of 2020 resulting in a higher net income in that section on a cash basis
- Successful insurance bid process reduced our annual insurance cost from \$1,900 per year to \$1,137
- Additional donations have been received (thank you donors!) to help further our mission

Balance Sheet –

	<u>8/31/2020</u>	<u>12/31/2020</u>
Assets:		
Cash In Bank	\$35,298	\$34,694
Deposits - Future Conventions***	\$6,000	\$6,000
Total Assets	\$41,298	\$40,694
Liabilities:		
	\$0	\$0
Total Liabilities	\$0	\$0
Net Assets	\$41,298	\$40,694

***** - At 8/31/20, the Little Wars 2020 deposit (\$2,000) for convention rental space was rolled into to the Little Wars 2021 deposit (\$4,000) with no financial loss to HMGS MIDWEST**

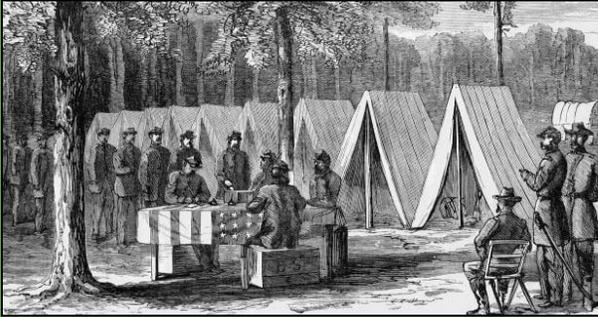
The financial position of HMGS Midwest is still strong with a reasonable reserve to compensate for any unexpected results at future Little Wars conventions as well as allowing the Society to take advantage of opportunities for promoting miniatures gaming in new and creative ways.

Future conventions and in person events will most likely look different for a while due to the changes experienced in our society related to the COVID 19 pandemic. Fixed administrative costs for HMGS Midwest are expected to be approximately \$3,300 in 2021, requiring 330 members at \$10 per year in membership dues to break even. Members paying dues above that number as well as donations will serve to enhance our programming and mission. Conventions and in person events will continue to be planned to generate a moderate surplus to offset unexpected costs as necessary.

*These financials are presented on a modified cash basis. **Please note that after removing the deposits required for future convention events, basic operations of HMGS Midwest more or less broke even in 2020 in spite of the effects of COVID 19.** While the Board worked hard to constrain operational expenses in a year without Little Wars and Membership Dues, our members partnered with the Society to fund the fixed costs of running an organization with 35 years of traditions and camaraderie.*

If you have any questions, please do not hesitate to reach out to me (CW Moellenkamp, Treasurer) at treasurer@hmgsmidwest.com

HMGS-Midwest Board Elections – 2021



It is time again for Board of Director elections for HMGS-Midwest. As laid out in the current Bylaws (modified with the Board's approval resulting from the impact on the Membership regarding Covid) the procedures are as follows:

- 1) The current Board will announce whether or not they are considering serving another term of office and the membership is informed [in this newsletter]
- 2) Once members see the list of incumbents, they will have a chance to run for office by letting the current Board know of their intentions of running for which position by May 30, 2021. Please attach a picture and a paragraph explaining why you would like to serve in the position. We will use these in the official ballot.

Candidates should send the email to BOD@hmgsmidwest.com

- 3) The Board will create a ballot and send it to every member electronically with all the candidates, their paragraphs of explanation and picture
 - 4) The membership will send the completed ballot electronically back to the Board via the Voting Application annotated on the ballot.
 - 5) All ballots must be received by July 1st to be valid.
 - 6) Results of the election will be announced in the Summer 2021 Newsletter.
-

The incumbents desiring to serve another term include:

Kevin Cabai for President

Tom Kuczak for Membership Vice President

CW Moellenkamp for Treasurer

Tibor Ipavic for Secretary

Brandon Musler for Vice President of Outreach (Board Member at Large)



Come and join us and see why we rated:

"Best in the Midwest"

April 29th-May 2nd

Little Wars

Your 2021 Little Wars Preview *In the Nick of Time*

Thursday-Sunday, April 29 to May 2, 2021

Come join us for our main convention and enjoy some great games in a relaxed atmosphere with good friends (or your gaming nemesis!). This year the theme is "In the nick of time" and we already have over 120 historical miniature games scheduled. Please visit the Tabletop Events website more details.

<https://tabletop.events/conventions/little-wars-2021>

Schedule:

Thursday-April 29th

- 4:00 PM Set up/Registration
- 6:00 PM Gaming begins

Friday-April 30th

- 8:00 AM Set up/Registration
- 9:00 AM Gaming begins

Saturday-May 1st

- 8:00 AM HMGS Midwest Membership Meeting/ Set up/Registration
- 9:00 AM Gaming begins
- 6:00 PM Presentations

Sunday-May 2nd

- 8:00 AM Registration
- 9:00 AM Gaming begins
- 5:00 PM Little Wars concludes



COVID19 Update:

We are continuing to work with Lombard Westin to ensure compliance to the Governor's mandates. Little Wars still passes the all criteria in order to continue.

Please remain conscious of crowding together. I would urge all those who have not done so to preregister to do now. We do have a 400 person maximum. Masks are required, and temperatures will be checked at the door.

It will be great seeing you there.

The Venue

Lombard Westin: 70 Yorktown Center, Lombard, IL



Housing-Room Block

The rooms are filling up fast, and they have expanded the room block. we have less than 15 nights available to us. It will save you \$20 per night. Please use the link below to get your rooms now, space is limited. If you cannot get in the Room-Block, email me directly at President@hmgsmidwest.com

<https://www.marriott.com/event-reservations/reservation-link.mi?id=1612190375051&key=GRP&app=resvlink>



Food and Beverages



We will have three on-site options for you satisfy your hunger.

Hot Food Line

Located in the hallway

Friday/Saturday
11:00 am to 2:00 pm

Menu: Hamburgers, Bratwursts, wraps, chili, kettle chips, soft drinks, and condiments.

Yorktown Market

Located by the front desk

Everyday
8:00 am to 8:00 pm

Menu: Sub sandwiches, wraps, pre-made salads, snacks, chips, cream, ice cream, coffee, and beverages

Harry Caray's Italian Steakhouse

Lobby Entrance

Thursday/Friday/Saturday
5:00 pm to 10:00 pm

Menu: Full course restaurant specializing in steaks.

Based on Covid restrictions there will not be Water Stations in the Hotel. To remedy that situation, the Westin Hotel, will be giving two free water bottles to each attendee, they can be picked up at the Registration Desk

Our 2021 Little Wars-Guest of Honor

Mike Reese



In 1962, Mike read in a Newsweek about Joseph Morchauser's book "How To Play Wargames In Miniature" and ordered it. It arrived in the mail and he started playing miniature WWII company level games that summer. He had already found out about Roco Minitanks and Airfix figures in 1966. Soon a subscription to The General followed. His first board game was Afrika Korps. He found a board gamer in Lake Geneva, WI about 30 minutes north his home, where he was soon to start his first miniatures games with Gary Gygax. They set up the legendary sand table in Gary's basement and he started to worked on skirmish rules for WWII and modern combat. And in 1967, attended his first GEN CON at the Horticulture Hall in Lake Geneva.

In 1968 he met Leon Tucker, and with Gary, started on the Gygax-Reese-Tucker (GRT) skirmish rules for WWII and the modern period. From this came the first ever miniature game for armor combat "FAST RULES."

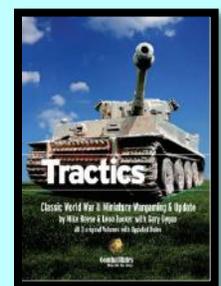
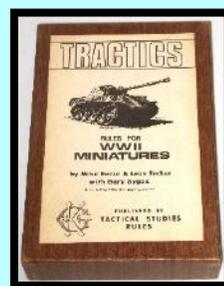
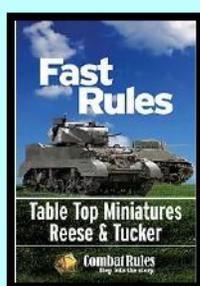
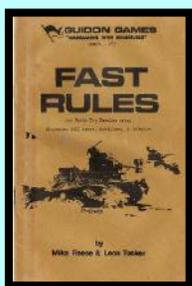
Following graduation in 1971, he started writing TRACTICS using Gary's guidelines and provided the draft to him in April. Just in time, because In May 1971, he was inducted into the army. After graduation from Armored Cavalry Training at Ft. Knox, KY, he dashed over to GEN CON that August. While on leave before his upcoming deployment to Germany he ran several games of the newly published TRACTICS rules.

What followed both during the army and after, was a whirlwind of gaming activity. Mike was a constant feature at all the major gaming conventions, including Little Wars. Mike has been a prolific article contributor and advisor to a great number of organizations. In 2005, he retired after 25 years with TACOM, working as a contract specialist for the M1 series of vehicles.

Before Covid, Mike was still GMing at Garycon with his TRACTICS game and one with a twist "STURMGESCHUTZ & SORCERY" This year with the re-release of both FAST RULES and TRACTICS, we welcome back to Little Wars-Mike Reese, as our Guest of Honor. Joined by his son and Co-GM Ben, they will be running a couple of armor games. This is a must see and do not forget to bring your rule sets for an autograph. Mike said there is no charge, just buy him a beer.

Steel Inferno-the Clash of Armor on Friday 1 PM to 5 PM, and Saturday 10 AM to 2 PM

Get his rereleased rues here: <https://www.combatrules.com/>





2021 Preliminary Event Listing

(Please note-Check Tabletop Events for the latest updates)



Event Name	Host Name	Description	Players	Start Time	Duration	Ruleset	Scale
Relief at Last	Herman Deckys	25 Dec 1944. Late in the afternoon on Dec 25th, CCR of 4th Armor Div finished driving the Germans from Remichampagne. C Abrams feeling the Germans are exhausted sends a rested Armored/Infantry Batt. forward to try to link up with Bastogne. To the west the town of Sibret is supposedly held by strong German units, possibly some panzers. Can you celebrate Christmas night with the 101st AB in Bastogne?	8	Thursday at 6:00 PM	4 hours	Home brew	6mm
AXIS AND ALLIES GLOBAL	BOB ROBY	HITLER DEMANDS JUST A LITTLE MORE SPACE! BENITO WANTS THE ROMAN EMPIRE RESTORED! TOJO BELIEVES THEIR CO-PROSPERITY SPHERE OF INFLUENCE IS THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? THE MEAGER ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME RUNS CONTINUOUS FROM 1 SESSION THRU THE NEXT.	5	Thursday at 6:00 PM	5 hours	AXIS & ALLIES 2ND ED	25mm
Diplomatic Disaster	Ray Runge	In Y165, a group of Federation officials was on a tour of the frontier worlds near the Romulan border. The Romulans attempted to assassinate the diplomats by sending a force of ships into Federation space. A Romulan spy, disguised as a Federation officer, set off a bomb the tug's left engine, disabling its warp drive.	8	Thursday at 7:00 PM	4 hours	Star Fleet Battles	1/2500
Semi-Historical Celebrity Deathmatch	Jon Michal	Did you ever want to be Hercules, Abraham Lincoln, Jack the Ripper, Queen Elizabeth, or other renowns from "history"? Now you can! Can your celebrity survive the death match against other celebrities bent on your destruction? A fun, easy, dice throwing game where it's your celebrity against the others.	10	Thursday at 7:00 PM	3 hours	Home grown	28mm
Net Epic Armageddon Demo	matthew liddic	Come learning the rules Epic. This will be a small scale demo of 1000 points a side. All minis and materials will be provided. Children under 16 welcome with Adult supervision.	4	Thursday at 7:00 PM	1 hours	NetEA	6mm
Knocklong Train Rescue	WILLIAM S. RYAN	May 1919 - Sean Hogan has been arrested and is on a train to Cork to face certain execution. Dan Breen, Seamus Robinson and Sean Treacy have a plan to spring him. Tipperary Abu!	4	Thursday at 7:00 PM	4 hours	Force on Force (modified)	28mm
Salem Church, May 3, 1863 (28mm American Civil War)	Merle R. Delinger	This weekend is the 158th Anniversary of the battle at Salem Church. Let's play a REALLY big game! Whether you fancy yourself Billy Yank or Johnny Reb, our aim is to have a fun game on a huge table with great terrain and tons of toy soldiers! Maybe we'll re-write history? Each player will control at least a Brigade sized element of 3-5 regiments. We will use the Black Powder rules from Warlord Games. No experience necessary, we'll teach you. Figures, dice and everything else is provided!	12	Thursday at 7:00 PM	5 hours	Black Powder from Warlord Games	28mm
Net Epic Armageddon Demo	matthew liddic	Come learning the rules Epic. This will be a small scale demo of 1000 points a side. All minis and materials will be provided. Children under 16 welcome with Adult supervision.	16	Thursday at 8:00 PM	1 hours	NetEA	6mm
Springtime near the North Pole	Andrew Schapals	Explorers are in search of the legendary North Pole. After all Winter gathering valuable clues, the Spring thaw has arrived early! Time to save what you can and get your dogsled to solid ground while the ice cracks up around you! Light-hearted fun with simple rules! Parent-Child Event	6	Friday at 1:00 PM	2 hours	Home	28mm
"BUNGLE IN THE JUNGLE" - VIETNAM	Brendgol Majewski	This scenario takes place on May 8, 1970 in which B/4/23 of 25th Infantry Division, a.k.a. "Tropic Lighting", finds itself entering the controversial incursion into the "Dogshead" of neutral Cambodia. Known as "Operation Bold Lancer", this joint operation between ARVN and U.S. Forces was tasked to seek out and destroy Communist COSVN (Central Office of South Vietnam) bases and insurgent units in sanctuaries found just over the border! The boys of "Tropic Lighting" aren't sure what they will fi	4	Friday at 1:00 PM	5 hours	Nam	15mm
X Marks the spot	Jeffery Kincaid	The fastest war game you've every played! Done in an hour with Robots, Space Aliens, Nazi's, Good Guys, Mushrooms, Marine's and Chicago's own! You pick out who want play. Novel dice rolls. The best new game you ever seen!	2	Friday at 10:00 AM	1 hours	Home bewed!	25mm
Battle of Salamis 480 BC (Version 2)	Brett Fuller	Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set up.	6	Friday at 2:00 PM	4 hours	Modified Trireme Rules	1/1200
First Patrol of the Cactus Air Force 1	Steven Rugh	The Japanese have been showing up at noon around Guadalcanal. Major John L. Smith led a patrol of Wildcats from Henderson Field to patrol the area. They quickly run into Japanese Zeros and the fight begins. Do the newly trained US pilots know what they are getting into? New players are welcome.	10	Friday at 2:00 PM	3 hours	Check Your 6!	6mm
Hoth: (Pocket Armies Conversion)	Glenn Domingo	We have modified Shellshock Pocket Armies to cover one of my favorite sci-fi battle scenes... Hoth! Run the Imperial force of AT-AT's and AT-ST's as you try to rid the Empire of Rebel scum, or pilot a snow speeder as you try to delay the Imperials long enough for the Princess and the rest of the base to evacuate. For novice wargamers, but veterans will have plenty to consider. Kid dice rollers encouraged. Rules will be taught. 1/285	8	Friday at 2:00 PM	3 hours	Pocket Armies	6mm
Outpost Defense	Steve Rysemus	A small team of US Operators must defend their tiny outpost from attack by insurgents that are determined to eradicate the infidels. Help further define these rules that are still in alpha development.	5	Friday at 2:00 PM	2 hours	DEFCON ZERO (Alpha)	20mm

Red Afternoon	herman deckys	15 May 1940. The German assault on Gembloux was stopped cold the previous day. The Germans attempted to bypass Gembloux slightly north between the town of Ernage. The 1st Moroccan Div with some lost French armor must prevent the Germans from breaking through or blunt the German spearhead.	8	Friday at 2:00 PM	4 hours	Home brew	6mm
Mokra Birth of the Blitzkreig	Thomas Harris	September 1, 1939 The german attack on the junction of Army Lodz and Army Karakow was attacked by two Panzer divisions and a light Division. This game will be the first couple of the days of the attack of on the Polish first line of defense from Mokra to Czestochowa. The heroic defense of by the Polish Cavalry has become historic. Come try out Frank Chadwicks new battalion leve WWII rules.	6	Friday at 2:00 PM	4 hours	Test of Battle Breakthrough	15mm
Aces Tournament	J Peter Aguilu	Eight short one-on-one combats to prove who is the best WWI fighter pilot. Ace advantage deck may be used in the second round. Each player selects an ace from the FitS Ace Advantage deck. Players with FitS or Wings of Glory experience get a first round bye, depending on the number of bye slots available and the ranking of the ace selected. (1-52)	16	Friday at 2:00 PM	4 hours	Fire in the Sky	6mm
1813 The Tide Turns	James Thompson	The allies-including Russia, Austria and Prussia, have united against Napoleon, who has returned from his defeat in Russia.	6	Friday at 2:00 PM	3 hours	John Bobek Th Games of War -modified	28mm
Frostgrave Explorers	Paul Dayton	Random Setup - Wizards explore the frozen city at their peril. Form Alliances or not - introductory game.	6	Friday at 2:00 PM	4 hours	Frostgrave	25mm
Battle of Salamis, 480 BC (Version 1)	Brett Fuller	Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set up.	6	Friday at 9:00 AM	4 hours	Modified Trireme Rules	1/1200
Cavalry Charge - The Largest Battle in Operation Cavalry	Ray Runge	In Y182 the Grand Alliance (Federation, Gorn, Kzintis, and Tholians) were breathing a bit easier they had been for five years. There had been few victories, but those had been expensive. The balance of power had shifted toward the Alliance, and the council could afford to scrape up a battle fleet and mount another serious offensive	16	Friday at 9:00 AM	8 hours	Star Fleet Battles	Starline
Fronte Russo	herman deckys	Sept 1941. The Italian Army advancing through the Ukraine and crossing the Dnieper River did a short halt to recover and continue the advance. As they established the bridgehead and rested the Russians prepared for the counter attack. Can the Italians get enough units into the bridgehead or will the Russians succeed in collapsing it?	8	Friday at 9:00 AM	4 hours	Home brew	6mm
Gettysburg - the Second Day	Steve Fratt	Longstreet's Assault on the Second Day of Gettysburg is remarkable in that the Confederates lost 6,000 but inflicted close to 9,000 casualties as the attacking force. Steve Fratt will guide players through this famous battle using his new Small Deadly Space rules - the companion to his successful Napoleonic rules - The Victory Is Ours! Steve emphasizes human factors which enhances the right kind of "historical feel" with a new "kriegspiel" style of resolution. No experience necessary.	10	Friday at 9:00 AM	5 hours	Small Deadly Space	6mm
Low Level Hell	James Casey	As Patton spearheads across France, his flanks must be protected from German counterattack. The key are the bridges that could handle panzers. The 9th AF is tasked to fly low and slow to destroy the bridges with B-26 bombers and close support from P-47 fighters. The Germans will have AA guns and fighters to defend. But wait, there are 3 bridges on the map, which one to defend? The rules will be discussed utilizing a hex-less terrain board. Have FUN.	6	Friday at 9:00 AM	4 hours	Luftwaffe '46	6mm
Sailpower Fun Scale Combat in the age of Sail	Elizabeth Carnes	Sailpower players take the role of captains in the Age of Sail! Battle ships, try a mission, or seek loot. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	6	Friday at 9:00 AM	5 hours	Sailpower	6mm
Storm of Steel 1943	Tony guidio	Fictional Eastern Front WW2 situation using fun, playable, and exciting Kameraden rules. A challenge and balanced scenario for both sides using 12mm scale miniatures on a 12x6 foot battle mat. The Germans are on the move in this regimental scale confrontation.	6	Friday at 9:00 AM	4 hours	Kameraden	10mm
December 31 1862 Battle of Stones River	matthew liddic	RF&F 15mm ACW using the Stones River scenario from the Regimental Fire and Fury main rule book. This is a four player event. All minis and materials will be provided. Children under 14 welcome with adult supervision.	4	Friday at 9:00 AM	4 hours	Regimental Fire and Fury	15mm
Last Great Cavalry Charge - Battle of Halen, 12 August 1914	Joseph Eddy	A clash between Belgian and German cavalry divisions during the initial advance of the German Schlieffen Plan near the town of Halen, 1914. The German cavalry must destroy any Belgian forces, capture Halen, and keep the advance moving without delay. Historically, this is the only Belgian victory of WWI for what was later called the 'Battle of the Silver Helmets'. Custom terrain and 6mm miniatures are provided, and rules will be taught.	3	Friday at 9:00 AM	3 hours	Hail Kaiser - modified	6mm
AXIS AND ALLIES GLOBAL	BOB ROBY	HITLER DEMANDS JUST A LITTLE MORE SPACE! EL DUCE WANTS THE ROMAN EMPIRE RESTORED! TOJO REQUIRES THEIR CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? THE MEAGER ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME TO RUN CONTINUOUS FROM 1 SESSION THRU THE NEXT.	5	Friday at 9:00 AM	4 hours	AXIS & ALLIES 2ND ED	25mm
BOLT ACTION TOURNAMENT	Jon Russell	3 Round Bolt Action Tournament	16	Friday at 9:00 AM	9 hours	Bolt Action	28mm
Trireme skirmish	tpburg@msn.com	Players command one or two triremes in this detailed combat system. Figures are 15mm with each deck crew individually based, playing on scratch built triremes.	4	Friday at 9:00 AM	4 hours	Home	15mm
Battle of Edgehill	Paul Dayton	King Charles takes to the field in the summer of 1642 in an attempt to recover London. The Earl of Essex moves to oppose.	6	Friday at 9:00 AM	4 hours	Fistfull of Miniatures - modified	25mm

Salem Church, May 3, 1863 (28mm American Civil War)	Merle R. Delinger	This weekend is the 158th Anniversary of the battle at Salem Church. Let's play a REALLY big game! Whether you fancy yourself Billy Yank or Johnny Reb, our aim is to have a fun game on a huge table with great terrain and tons of toy soldiers! Maybe we'll re-write history? Each player will control at least a Brigade sized element of 3-5 regiments. We will use the Black Powder rules from Warlord Games. No experience necessary, we'll teach you. Figures, dice and everything else is provided!	12	Friday at 9:00 AM	5 hours	Black Powder from Warlord Games	28mm
Shellshock Pocket Armies: Modern & Future Mixed	Justin Gramm	Traditional wargames are slow, confusing and expensive. Shellshock Pocket Armies breaks that mold. You've played the Modern version, and the Future version, but how about a Modern & Future rumble? Everyone wants to command a railgun armed 20 ft tall walking war machine, but that Abrams is still more than willing to show it who the real king of the battlefield is.	8	Friday at 10:00 AM	3 hours	Shellshock Combat System: Pocket Armies	6mm
Springtime near the North Pole	Andrew Schapals	Explorers are in search of the legendary North Pole. After all Winter gathering valuable clues, the Spring thaw has arrived early! Time to save what you can and get your dogsled to solid ground while the ice cracks up around you! Light-hearted fun with simple rules! Parent-Child Event	6	Friday at 10:00 AM	2 hours	Home	28mm
Bombing Raid - Pola 1917	J Peter Aguilu	The harbor at Pola is on high alert based on increased aerial activity in the Adriatic by Italian seaplanes and raids of Trieste. It is early dawn on an April morning and telegraph notices have been coming in about pre-dawn sightings! Ships in the harbor are just firing up boilers in preparation for a sortie! The rumble of engines disturbs the calm early hush...can the Italians make full use of the element of surprise, are the scrambling Austrians ready to repel the attack?	8	Friday at 10:00 AM	3 hours	Fires in the Sky	6mm
Deus Vult! A Crusades Battle	Michael Huskey	Try your hand at commanding either the Crusaders or their Islamic opponents in this early Crusades period encounter battle using 18mm Blue Moon miniatures and To the Strongest rules with specific period modifications.	6	Friday at 10:00 AM	4 hours	To the Strongest	15mm
Triumph of Steel 1944	Tony guido	WW2 Eastern Front fictional 1944 regimental scale conflict using exciting, playable and fun 12mm Kameraden rules. Newcomers are always welcome and encouraged to play in any Kameraden game. A challenging/balanced scenario on a 12 x 6 battle map. The Russian juggernaut is on the move and the sleek Panthers will provide the more than adequate opposition.	6	Friday at 4:00 PM	4 hours	Kameraden	10mm
Knights Without Armor in a Savage Land	Tod Kershner	The blood flows in the dusty streets of Hell on Wheels, Wyoming 1876. Gunfighters clash in a free for all gunfight. Soiled doves occasionally pop up to add a distraction. Players run one gunfighter with 3 "lives". Easy rules.	6	Friday at 4:00 PM	4 hours	Home.	54mm
ALIENS	JAMES HARNESS	Can the Colonial Marines make it back to the APC before they are all captured or killed? Can they defend the Medlab? Can Newt lead them all to the dropship before they are overwhelmed??? Only the dice know...and they aren't talking...	4	Friday at 5:00 PM	4 hours	Leading Edge board game converted	28mm
Battle upon the high seas	J Decker	Players control 1/200 scale ships in this swashbuckling adventure. Fun and fast moving game system. 6 players divided into two teams.	6	Friday at 6:00 PM	3 hours	Cold Steel & Canister	6mm
First Patrol of the Cactus Air Force 2	Steven Rugh	The Japanese have been showing up at noon around Guadalcanal. Major John L. Smith led a patrol of Wildcats from Henderson Field to patrol the area. They quickly run into Japanese Zeros and the fight begins. Do the newly trained US pilots know what they are getting into? New players are welcome.	10	Friday at 6:00 PM	3 hours	Check Your 6!	6mm
Gettysburg - the Second Day	Steve Fratt	Longstreet's Assault on the Second Day of Gettysburg is remarkable in that the Confederates lost 6,000 but inflicted close to 9,000 casualties as the attacking force. Steve Fratt will guide players through this famous battle using his new Small Deadly Space rules - the companion to his successful Napoleonic rules - The Victory Is Ours! Steve emphasizes human factors which enhances the right kind of "historical feel" with a new "kriegspiel" style of resolution. No experience necessary.	10	Friday at 6:00 PM	5 hours	Small Deadly Space	6mm
Outpost Defense	Steve Rysemus	A small team of US Operators must defend their tiny outpost from attack by insurgents that are determined to eradicate the infidels. Help further define these rules that are still in alpha development.	5	Friday at 6:00 PM	2 hours	DEFCON ZERO (Alpha)	20mm
Semi-Historical Celebrity Deathmatch	Jon Michal	See write-up from Thursday	10	Friday at 6:00 PM	3 hours	Home grown	28mm
Seize the crossing: Stalingrad part 1	James Harms	KG Edelsheim is forcing its way across the southern center of Stalingrad. They have just taken the main train station and are pressing north towards the railroad bridge over the Tsarista River. Can the Soviets delay them long enough for the 133rd Tank Brigade to seal off the breakthrough?	6	Friday at 6:00 PM	4 hours	Chain of Command - Two Fat Laedies	28mm
Frozen Winds: Seas of Ice	Glenn Domingo	The earth has turned into a giant slush ball, but humans aren't extinct yet. Our descendants survive on ships that skate on the surface of the ice propelled by 25-75+ mile per hour winds. Spiked Leaf Games has mixed Tall Ships and iceboating into a fast paced Ships of the Line "naval" game that plays homage to ships, sail and smoldering wicks. Deaths will be cold. For experienced players, or novices willing to concentrate. Rules will be taught. 6mm/1:285	8	Friday at 7:00 PM	3 hours	Frozen Winds	6mm
Ice Station Zebra ... Not So Much	Ray Gluck	An UFO has crashed near the North Pole. The Russians and the US both dispatch submarines to investigate. Meanwhile, Ice Station Zebra has gone off the air after reporting some sort of infection. A relief patrol from the UN is en route. Rumor has it Kurt Russell has lost his flame thrower but still has his dynamite. If you're looking for a serious game move on ... we're here to have fun. Time permitting, watch Ice Station Zebra and John Carpenter's The Thing to get in the mood.	6	Friday at 7:00 PM	3 hours	Fistful of Lead	28mm
Piracy on the High Seas	Ray Runge	English shipping lines have been plagued by Pirate attacks. Their merchantmen are refusing to transport goods from the Caribbean to England with our escort. The Royal Navy has now begun shadowing their merchant ships in an effort to catch the pirates in the act!	16	Friday at 7:00 PM	4 hours	Post Captain	1/1000
Sailpower Fun Scale Combat in the age of Sail	Elizabeth Carnes	Sailpower players take the role of captains in the Age of Sail! Battle ships, try a mission, or seek loot. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	6	Friday at 7:00 PM	5 hours	Sailpower	6mm
December 31 1862 Battle of Stones River	matthew liddic	RF&F 15mm ACW using the Stones River scenario from the Regimental Fire and Fury main rule book. This is a four player event. All minis and materials will be provided.	16	Friday at 7:00 PM	4 hours	Regimental Fire and Fury	15mm

Jousting Tournament	Jeffrey Lee	Players run a team of mounted knights through a series of tilts, seeking renown and the favor of a Faire Lady.	4	Friday at 7:00 PM	2 hours	TSR's Chainmail Rules, 3rd Edition - modified	25mm
Battle of Aboukir Bay (1798)	Ray Runge	The battle was fought on Aug 1, 1798 between the British and French fleets in Aboukir Bay, near Alexandria. The French Revolutionary general Napoleon Bonaparte in 1798 made plans for an invasion of Egypt in order to constrict Britain's trade routes and threaten its possession of India. The British heard that a French naval expedition was to sail from a French Mediterranean port under command of Napoleon. British Admiral Nelson is sent to track down and intercept and destroy said fleet.	10	Saturday at 1:00 PM	5 hours	Post Captain	1/1000
Martians Hit A Wall 2	Steven Rugh	The Martians have hit a wall trying to get to Chicago. The US Defense in northern Illinois has continued the defense wall up the Mississippi River and then heading NE thru Dixon, Illinois along the Rock River. Martians are sending lots of Drones and Scouts in the first wave and hoping to send Assault and Dominators in the next wave. Will the Martians be able to get thru or over the wall or will the US be able to reinforce the wall in the nick of time. New Players are welcome.	8	Saturday at 1:00 PM	4 hours	All Quiet on the Martian Front (2nd Edition)	15mm
The Last Storm - Building block Style!	Andrew Schapals	The Targaryeons have almost conquered all of Northern Westeros. Only House Durrandon resists at Storm End fortress. Seeing Harrenhal burned to crisp by dragonfire has left Agilcar anxious to sally out of his walls. A thunderstorm has arrived and will keep the great dragon Meraxes from flying today. Using building block toys as figures, and simple rules, this game is meant to be enjoyed by children of all ages! Have light-hearted Games of Thrones fun at Little Wars! Parent-Child Event.	7	Saturday at 1:00 PM	2 hours	Home	28mm
Operation Hercules (A What-if Invasion of Malta) Memoir '44	Harlow Stevens	WHAT IF ... the Axis Powers decide to initiate Operation Hercules [planned invasion of the island of Malta] in July 1942? Here then is your opportunity to see how successful this invasion plays out with a 3-hour scenario using the Memoir '44 rules set in a combined land, sea, & air adventure. Using the Overlord AND Breakthrough rules in a gameboard twice the size of a normal layout. Players should have at least an intermediate level of knowledge & playtime of the Memoir '44 rules set.	8	Saturday at 1:00 PM	4 hours	Days of Wonder -- Memoir '44	20mm
"BUNGLE IN THE JUNGLE" - VIETNAM	Brendgol Majewski	This scenario takes place on May 8, 1970 in which B/4/23 of 25th Infantry Division, a.k.a. "Tropic Lighting", finds itself entering the controversial incursion into the "Dogshead" of neutral Cambodia. Known as "Operation Bold Lancer", this joint operation between ARVN and U.S. Forces was tasked to seek out and destroy Communist COSVN (Central Office of South Vietnam) bases and insurgent units in sanctuaries found just over the border! The boys of "Tropic Lighting" aren't sure what they will fi	4	Saturday at 1:00 PM	5 hours	Nam	15mm
Circus Maximus	Jeffrey Lee	Avalon Hill's classic Ancient Roman chariot race with 25mm miniatures. Slightly modified rules. We got to keep the game moving forward--- no take-backs!	12	Saturday at 1:00 PM	4 hours	Avalon Hill's Circus Maximus - modified	25mm
battle for hougoumont	victor hiris	can the french capture the fortified farm complex of hougoumont	9	Saturday at 2:00 PM	6 hours	Chosen Man	28mm
Frozen Winds: Seas of Ice	Glenn Domingo	The earth has turned into a giant slush ball, but humans aren't extinct yet. Our descendants survive on ships that skate on the surface of the ice propelled by 25-75+ mile per hour winds. Spiked Leaf Games has mixed Tall Ships and iceboating into a fast paced Ships of the Line "naval" game that plays homage to ships, sail and smoldering wicks. Deaths will be cold. For experienced players, or novices willing to concentrate. Rules will be taught. 6mm/1:285	8	Saturday at 2:00 PM	3 hours	Frozen Winds	6mm
Outpost Defense	Steve Rysemus	A small team of US Operators must defend their tiny outpost from attack by insurgents that are determined to eradicate the infidels. Help further define these rules that are still in alpha development.	5	Saturday at 2:00 PM	2 hours	DEFCON ZERO (Alpha)	20mm
Fort Phil Kearny Incident	Tod Kershner	Wyoming, 1860s: During Red Cloud's War a stage coach becomes stranded in Indian territory and is beset by hordes of Sioux warriors. The passengers are well armed but can they hold out until the cavalry from the fort can succor them? Features the 1/32 1964 Marx Fort Apache playset painted to a high standard. Easy rules.	6	Saturday at 2:00 PM	4 hours	Knights Without Armor in a Savage Land	54mm
Mokra Birth of the Blitzkreig	Thomas Harris	September 1, 1939 The german attack on the junction of Army Lodz and Army Karakow was attacked by two Panzer divisions and a light Division. This game will be the first couple of the days of the attack of on the Polish first line of defense from Mokra Czestochowea. The heroic defense of by the Polish Calvary has become historic. Come try out Frank Chadwicks new battalion leve WWII rules.	6	Saturday at 2:00 PM	4 hours	Test of Battle Breakthrough	15mm
AXIS AND ALLIES GLOBAL	BOB ROBY	GERMANY NEEDS JUST A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? THE MEAGER ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME TO RUN CONTINUOUS FROM 1 SESSION THRU THE NEXT.	5	Saturday at 2:00 PM	4 hours	AXIS & ALLIES 2ND ED	25mm
Battle of the River Plate	Timothy Gerritsen	The world is at war once again and the Admiral Graf Spee is patrolling the South Atlantic as a raider against allied shipping. The British Force G made up of the heavy cruiser Exeter and light cruisers Ajax and Achilles have caught up with the German ship off the Uruguayan coast. Historically, no ships were sunk in the encounter, but the battle doomed the German raider all the same. Can you beat the British performance? Or as the German can you sink one or more of the British cruisers?	4	Saturday at 2:00 PM	3 hours	Naval Thunder	1/1800
Dawn Patrol at Little Wars	George Henion	Join the Fight in the Skies Society over the skies of France in this Classic WWI flying game, which has been at every 12 Gen Con.	16	Saturday at 2:00 PM	4 hours	Dawn Patrol	Counters

Force Z 1941	James Casey	In Dec 1941 Japanese Betty and Nell bombers sank the British warships Repulse and Prince of Wales. The task force did not have air cover for protection as they proceeded to Malaya. Admiral Phillips in this modified history scenario did get air cover in the form of Brewster Buffaloes of the 453 RAAF squadron. Rules will be discussed. Have FUN.	6	Saturday at 9:00 AM	4 hours	Luftwaffe '46	6mm
Gettysburg - the Second Day	Steve Fratt	Longstreet's Assault on the Second Day of Gettysburg is remarkable in that the Confederates lost 6,000 but inflicted close to 9,000 casualties as the attacking force. Steve Fratt will guide players through this famous battle using his new Small Deadly Space rules - the companion to his successful Napoleonic rules - The Victory Is Ours! Steve emphasizes human factors which enhances the right kind of "historical feel" with a new "kriegspiel" style of resolution. No experience necessary.	10	Saturday at 9:00 AM	5 hours	Small Deadly Space	6mm
Martians Hit A Wall 1	Steven Rugh	The Martians have hit a wall trying to get to Chicago. The US Defense in northern Illinois has continued the defense wall up the Mississippi River and then heading NE thru Dixon, Illinois along the Rock River. Martians are sending lots of Drones and Scouts in the first wave and hoping to send Assault and Dominators in the next wave. Will the Martians be able to get thru or over the wall or will the US be able to reinforce the wall in the nick of time. New Players are welcome.	8	Saturday at 9:00 AM	4 hours	All Quiet on the Martian Front (2nd Edition)	15mm
Sailpower Fun Scale Combat in the age of Sail	Elizabeth Carnes	Sailpower players take the role of captains in the Age of Sail! Battle ships, try a mission, or seek loot. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	6	Saturday at 9:00 AM	5 hours	Sailpower	6mm
The Battle of Pavia, 1525	Richard Bliss	French vs Imperialist for the control of Northern Italy. A daring night raid on French Headquarters has the potential for a larger battle as two armies stumble towards each other in the fog.	12	Saturday at 9:00 AM	3 hours	Epic Glory	28mm
The Toyoda Wars	herman deckys	Sometime 1977. Somewhere along the Southwest African-Angolan border. MPLA encouraged by their communist backers advanced into Southwest Africa attempting to destroy villages, create chaos to undermine the fragile government, and hopefully reduce support for the UNITA rebels. It was supposed to be easy. This is one such raid. Hopefully you to can complete your mission.	8	Saturday at 9:00 AM	4 hours	Home brew	6mm
March Or Die	JAMES HARNESS	A French Foreign Legion platoon must hold out against a massive attack by Bedouin tribesmen seeking to reclaim the "Angel of the Desert". This is based on the final battle of the movie March or Die.	6	Saturday at 9:00 AM	4 hours	Home Rules based on Bolt Action	28mm
Last Great Cavalry Charge - Battle of Halen, 12 August 1914	Joseph Eddy	A clash between Belgian and German cavalry divisions during the initial advance of the German Schlieffen Plan near the town of Halen, 1914. The German cavalry must destroy any Belgian forces, capture Halen, and keep the advance moving without delay. Historically, this is the only Belgian victory of WWI for what was later called the 'Battle of the Silver Helmets'. Custom terrain and 6mm miniatures are provided, and rules will be taught.	3	Saturday at 9:00 AM	3 hours	Hail Kaiser - modified	6mm
Battle of Quatre Bras	Mike Beers	Marshal Ney was in command of the left wing of the left wing of the French army. His orders were to prevent the British from joining with the Prussian under Blucher. The Duke of Wellington British army was late in arriving and met the French at the Village of Quatre Bras.	16	Saturday at 9:00 AM	5 hours	CLS	28mm
Trireme skirmish	tpburg@msn.com	Players command one or two triremes in this detailed combat system. Figures are 15mm with each deck crew individually based, playing on scratch built triremes.	4	Saturday at 9:00 AM	4 hours	Home	15mm
Operation Motorman - Falls Road, Belfast 1972	WILLIAM S. RYAN	British troops flood into Belfast to reclaim the Republican "no go areas" - sweeping for weapons caches. The IRA must slip away, or stand and fight.	4	Saturday at 9:00 AM	4 hours	Force on Force (modified)	28mm
Treasure My Boys! (1628)	Timothy Gerritsen	Two Spanish Treasure Galleons make the run from Honduras to Havana and the Dutch under Pieter Ita are bound to capture them in the name of Dutch freedom! It's privateers vs. Galleons as the Dutch attempt to take the treasure before the Spanish can make their way into Havana in the nick of time! Rules will be taught!	4	Saturday at 9:00 AM	4 hours	Oak and Iron	3mm
Up the Yangtze without a Paddle: Naval Battle of Caishi 1161	Conrad Wiser	Scholar Yu Yunwen leads his Southern Song Paddlewheel Warships with trebuchets launching 'thunderclap bombs' against Emperor Wanyan Liang's more numerous Jurchen Jin invasion barges across the Yangtze river during the Jin-Song War. Simple rules with each player commanding a squadron of 3-5 ships, boarding with 12mm crew.	8	Saturday at 9:00 AM	3 hours	Medieval Asia Naval Engagement Rules System	10mm
Battle of the Camps - Building Block style!	Andrew Schapals	The Lannister Army has besieged Riverrun, but knows the Tully allies, Robb Stark and his bannermen are coming to the rescue. Jaime Lannister has left the siege to find and defeat the Stark relief army. But Jaime was ambushed himself and captured! Now, the Stark army is on its way to Riverrun! Using building block toys as figures, and simple rules, this game is meant to be enjoyed by children of all ages! Have light-hearted Games of Thrones fun at Little Wars! Parent-Child Event.	6	Saturday at 10:00 AM	2 hours	Homebrew	28mm
Hoth: (Pocket Armies Conversion)	Glenn Domingo	We have modified Shellshock Pocket Armies to cover one of my favorite sci-fi battle scenes... Hoth! Run the Imperial force of AT-AT's and AT-ST's as you try to rid the Empire of Rebel scum, or pilot a snow speeder as you try to delay the Imperials long enough for the Princess and the rest of the base to evacuate. For novice wargamers, but veterans will have plenty to consider. Kid dice rollers encouraged. Rules will be taught. 1/285	8	Saturday at 10:00 AM	3 hours	Pocket Armies	6mm
Outpost Defense	Steve Rysemus	A small team of US Operators must defend their tiny outpost from attack by insurgents that are determined to eradicate the infidels. Help further define these rules that are still in alpha development.	5	Saturday at 10:00 AM	2 hours	DEFCON ZERO (Alpha)	20mm
Semi-Historical Celebrity Deathmatch	Jon Michal	Did you ever want to be Hercules, Abraham Lincoln, Jack the Ripper, Queen Elizabeth, or other renowns from "history"? Now you can! Can your celebrity survive the death match against other celebrities bent on your destruction? A fun, easy, dice throwing game where it's your celebrity against the others.	16	Saturday at 10:00 AM	3 hours	Home grown	28mm

Waterloo	J Decker	With Hougoumont heavily engaged Bachelu's 5th infantry division has been ordered to lead a flanking attack bypassing the strong point. Elements of the 2nd British Infantry division have been dispatched to stop the French in this what if scenario. Easy to learn quick play game. Can the British once again defend the right flank or will the French win the day. 8 players will command brigades on a beautiful scale reconstruction of the famous battle. A must for the Napoleonic gamer.	8	Saturday at 10:00 AM	4 hours	Cold Steel & Canister	15mm
BRUNEVAL RAID	Nick Karlinsky	1943 British paratrooper raid on a German radar site	2	Saturday at 10:00 AM	4 hours	Foot Soldier	1/72nd
Swatting Gnats	Darrell Hartsig	3 September 1965, Akhnur, Pakistan. Smarting from yesterdays loss of four Vampires to Pakistani Sabers, Squadron Leader William Greene of the "Panthers", Indian Air Force 23 Squadron will lead his Folland Gnats in an ambush to destroy the combat air patrol.	9	Saturday at 10:00 AM	3 hours	Check Your Six - Jet Age	6mm
Battle of Yellow Sea - August 10, 1904	Aaron Filter	The Imperial Russian Navy's First Pacific Squadron had been trapped in Port Arthur since the Imperial Japanese Navy's blockade began on 8 February 1904. Throughout late July and early August, the Imperial Japanese Army has laid siege to Port Arthur. The Russians must now must attempt to break out of Port Arthur or face certain destruction as Japanese land forces tighten their grip This is their attempt to fight their way past the Japanese blockade and link up with the Vladivostok Squadron	8	Saturday at 10:00 AM	4 hours	Naval Thunder "Rise of The Battleship"	1/2500
Dawn Patrol at Little Wars	George Henion	Join the Fight in the Skies Society over the skies of France in this Classic WWI flying game, which has been at every Gen Con.	16	Saturday at 10:00 AM	4 hours	Dawn Patrol	Counters
Operation Hercules (A What-if Invasion of Malta) Memoir '44	Harlow Stevens	WHAT IF ... the Axis Powers decide to initiate Operation Hercules [planned invasion of the island of Malta] in July 1942? Here then is your opportunity to see how successful this invasion plays out with a 3-hour scenario using the Memoir '44 rules set in a combined land, sea, & air adventure. Using the Overlord AND Breakthrough rules in a gameboard twice the size of a normal layout. Players should have at least an intermediate level of knowledge & playtime of the Memoir '44 rules set.	8	Saturday at 4:00 PM	3 hours	Days of Wonder -- Memoir '44	20mm
Incident on the Nile (Dervish Game)	Michael W Askins	A small force of British is assigned to destroy a pesky Dervish gun emplacement on the Nile, and destroy its supporting village. A detachment of rifles, with some mounted camels and a machine gun has been deemed adequate by the British command. (They may regret that)	6	Saturday at 4:00 PM	3 hours	Sword and the Flame, modified.	15mm
Battle of Tsushima - May 27, 1905	Aaron Filter	The Russians formed the 2nd Pacific Squadron and planned to relieve Port Arthur by sea, meet up with the 1st Pacific Squadron, overwhelm the Imperial Japanese Navy, and then delay the Japanese advance into Manchuria until Russian reinforcements arrived. After the 18,000 mile journey, the Russian fleet was in poor shape for a naval battle. The Japanese first sighted the Russian fleet the night of May 26th, 1905. The Battle of Tsushima commenced the following day.	10	Saturday at 5:00 PM	5 hours	Naval Thunder "Rise of The Battleship"	1/2500
Seize the crossing: Stalingrad part 2	James Harms	KG Edelsheim is forcing its way across the southern center of Stalingrad. They have just taken the main train station and are pressing north towards the railroad bridge over the Tsarista River. Can the Soviets delay them long enough for the 133rd Tank Brigade to seal off the breakthrough?	6	Saturday at 5:00 PM	4 hours	Chain of Command - Two Fat Ladies	28mm
Gettysburg - the Second Day	Steve Fratt	Longstreet's Assault on the Second Day of Gettysburg is remarkable in that the Confederates lost 6,000 but inflicted close to 9,000 casualties as the attacking force. Steve Fratt will guide players through this famous battle using his new Small Deadly Space rules - the companion to his successful Napoleonic rules - The Victory Is Ours! Steve emphasizes human factors which enhances the right kind of "historical feel" with a new "kriegspiel" style of resolution. No experience necessary.	10	Saturday at 6:00 PM	5 hours	Small Deadly Space	6mm
Outpost Defense	Steve Rysemus	A small team of US Operators must defend their tiny outpost from attack by insurgents that are determined to eradicate the infidels. Help further define these rules that are still in alpha development.	5	Saturday at 6:00 PM	2 hours	DEFCON ZERO (Alpha)	20mm
101st to the rescue	Richard Bliss	The German spearheads are rapidly approaching Bastogne. An American task force has been tasked at holding the line "at all costs". Help is one the way, all they have todo is hold one more day. Can they do it?	8	Saturday at 6:00 PM	4 hours	Command Decision: Test of Battle	20mm
Waterloo	J Decker	With Hougoumont heavily engaged Bachelu's 5th infantry division has been ordered to lead a flanking attack bypassing the strong point. Elements of the 2nd British Infantry division have been dispatched to stop the French in this what if scenario. Easy to learn quick play game. Can the British once again defend the right flank or will the French win the day. 8 players will command brigades on a beautiful scale reconstruction of the famous battle. A must for the Napoleonic gamer.	8	Saturday at 6:00 PM	4 hours	Cold Steel & Canister	15mm
With Friends Like These...	JAMES HARNESS	The Dirt Gang has successfully robbed the bank in nearby Rock Ridge and has made it back to the rendezvous spot. All that is left to be done is to split up the money. It's good to have friends like these...	10	Saturday at 6:00 PM	4 hours	Desperado	28mm
Aerodrome® 2.0 — Dogfight in the Desert	Mark Wukas	The Afrikakorps is harrying the British Eighth Army as it retreats toward El Alamein. RAF fighters rise to meet the pursuing Luftwaffe planes. Fly Hurricanes and Me109s (and perhaps more) in simulated air combat using the popular Aerodrome® Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for victory and valor.	8	Saturday at 6:00 PM	3 hours	Aerodrome® Aerial Combat Rules	1/144
AXIS AND ALLIES GLOBAL	BOB ROBY	GERMANY NEEDS JUST A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? THE MEAGER ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME TO RUN CONTINUOUS FROM 1 SESSION THRU THE NEXT.	5	Saturday at 6:00 PM	4 hours	AXIS & ALLIES 2ND ED	25mm

Dawn Patrol at Little Wars	George Henion	Join the Fight in the Skies Society over the skies of France in this Classic WWI flying game, which has been at every Gen Con.	16	Saturday at 6:00 PM	4 hours	Dawn Patrol	Counters
High Tide of the Turtle Ships: Naval Battle of Noryang 1598	Conrad Wiser	The most successful Admiral in history, Yi Sun Shin of Joseon Korea, leads a fleet with a Turtle Ship and Ming Dynasty allies to expel the Japanese Samurai invaders. Simple rules with each player commanding a squadron of 3-5 ships firing crude cannons and boarding with 12mm crew. Are there any samurai brave enough to take on the invincible turtle ship?	12	Saturday at 6:00 PM	4 hours	Medieval Asia Naval Engagement Rules System	10mm
Battle of Martinique (1780)	Ray Runge	Guichen sailed from Martinique on 13 April 1780, with a fleet of 23 ships of the line and 3,000 troops. His objective was to draw Rodney out, and then withdraw and make an attack on either St. Lucia or the British base at Barbados. Rodney sailed out at once upon being informed that Guichen had sailed. On 16 April, his sentinels spotted Guichen on the leeward side of Martinique, beating against the wind. The fleets began manoeuvring for the advantage of the weather gage on the morning of 17 April	14	Saturday at 7:00 PM	6 hours	Post Captain	1/1000
Sailpower Fun Scale Combat in the age of Sail Play with the	Elizabeth Carnes	Sailpower players take the role of captains in the Age of Sail! Battle ships, try a mission, or seek loot. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	6	Saturday at 7:00 PM	5 hours	Sailpower	6mm
Shellshock Advanced - Future	Justin Gramm	Throwback time! This is the original game that started it all, in full glory. That's right, Shellshock using the Advanced ruleset. Yes, the record sheet looks daunting, but it plays almost as fast as Pocket Armies, with way more realism. Don't be intimidated and miss out on all the fun!	6	Saturday at 7:00 PM	3 hours	Shellshock Combat System: Advanced	6mm
Al Jahra 1991	Darrell Hartsig	In one of the last actions of the Gulf War, 1st Marine Expeditionary Force actually went with Plan B, 2nd Marine Division attacking with Tiger Brigade to close the exits to the "Highway of Death", as the coalition allies on their left and right flanks were close enough to keep up. If just a few of the Iraqi attacks of the day before had a wee bit more luck, things would be different, and Plan A would have been required. Welcome to Plan A.	10	Saturday at 7:00 PM	4 hours	Team Yankee	15mm
Escape from Sluis (1603)	Timothy Gerritsen	During the Dutch Eighty Years War to throw off the yoke of the Spanish over the Netherlands, a Dutch Fleet led by Admiral Joos De Moor maintain a blockade against the Spanish at Sluis. Italian Captain Federico Spinola leads the Spanish fleet in a desperate bid to breakout and sail back to Spain before his men starve. Can the wily Spanish escape in the nick of time before the winds change and they lose the wind gauge? Rules will be taught.	4	Saturday at 7:00 PM	4 hours	Oak and Iron	3mm
Gettysburg - the Second Day	Steve Fratt	Longstreet's Assault on the Second Day of Gettysburg is remarkable in that the Confederates lost 6,000 but inflicted close to 9,000 casualties as the attacking force. Steve Fratt will guide players through this famous battle using his new Small Deadly Space rules - the companion to his successful Napoleonic rules - The Victory Is Ours! Steve emphasizes human factors which enhances the right kind of "historical feel" with a new "kriegspiel" style of resolution. No experience necessary.	10	Sunday at 9:00 AM	5 hours	Small Deadly Space	6mm
Piracy on the High Seas	Ray Runge	English shipping lines have been plagued by Pirate attacks. Their merchantmen are refusing to transport goods from the Caribbean to England with our escort. The Royal Navy has now begun shadowing their merchant ships in an effort to catch the pirates in the act!	6	Sunday at 9:00 AM	4 hours	Post Captain	1/1000
Semi-Historical Celebrity Deathmatch	Jon Michal	Did you ever want to be Hercules, Abraham Lincoln, Jack the Ripper, Queen Elizabeth, or other renowns from "history"? Now you can! Can your celebrity survive the death match against other celebrities bent on your destruction? A fun, easy, dice throwing game where it's your celebrity against the others.	16	Sunday at 9:00 AM	3 hours	Home grown	28mm
vikings	victor hiris	vikings and saxons clash in a small town	8	Sunday at 9:00 AM	4 hours	pig wars	28mm
AXIS AND ALLIES GLOBAL	BOB ROBY	GERMANY NEEDS JUST A LITTLE MORE SPACE! ITALY WANTS THE ROMAN EMPIRE RESTORED! JAPAN DEMANDS IT CO-PROSPERITY SPHERE OF INFLUENCE COVER THE PACIFIC! THE TRI-PARTE IS READY TO STRIKE!!! CAN THE ALLIES STOP THIS MADNESS? THE MEAGER ALLIED FORCES AWAIT YOUR COMMANDS. PICK A SIDE, PLAN YOUR STRATEGY, BUILD, FIGHT, MAKE THE OTHER POOR SLOB DIE FOR HIS COUNTRY! GAME TO RUN CONTINUOUS FROM 1 SESSION THRU THE NEXT.	5	Sunday at 9:00 AM	6 hours	AXIS & ALLIES 2ND ED	25mm
Ancient Galley Warfare	Justin Gramm	Tiremes manoeuvre in turbulent waters, hoplites battle each other and try to maintain balance every time a bronze ram maims the ship and the poor rowers below. The lysDexic maGe's oldy but goody. Join us for a Little Wars Sunday tradition!	8	Sunday at 10:00 AM	3 hours	Homebrew	6mm
Got a Cuban	herman deckys	Oct 1962. The Soviets afraid of the international loss of face in Cuba cross the border in Germany. Feeling good about their new T-62 tanks and BTR-60 APCs they take the plunge. NATO itself has some new equipment, M60 tanks and M113 APCs plus a stable of M48s to counter the mass of T-55s. No ATGMs here just and old fashioned slugfest.	8	Sunday at 10:00 AM	4 hours	Home brew	6mm
Sailpower Fun Scale Combat in the age of Sail	Elizabeth Carnes	Sailpower players take the role of captains in the Age of Sail! Battle ships, try a mission, or seek loot. Enjoy a complete system designed to support fast paced sea action, exploration and adventure! This slot is designed to be new-player friendly	6	Sunday at 10:00 AM	5 hours	Sailpower	6mm

See you at





Bring your army and play:
De-Escalation Tournament
Friday, April 30th



The great crew at Warlord is sponsoring a Bolt Action Tournament. With cons this year few and far between it is a great opportunity for you to get your favorite army back on the gaming table. Space is limited to 16 players so sign up on Tabletop soon.

Friday, April 30th- De-Escalation Tournament

0830 to 0900	Check in
0900 to 1130	Round 01
1130 to 1230	Lunch Break (Judges check armies for theme/painting)
1300 to 1500	Round 02
1530 to 1700	Round 03
1730	Out-brief/Awards Presentation

Forces:

Players must use a 1,250-requisition point force for the 1st round, 1,000-requisition point force for the 2nd round, 750-requisition point force for the 3rd round. Players may change their force composition each round, but the force Nationality may not change.

This will be a de-escalation event. All forces must consist of a maximum of ONE Reinforced Platoon and no more than 14 order dice (FREE UNITS DO COUNT TOWARD THIS DICE TOTAL!). Tank Platoons with a maximum armor of 7 will be allowed. NO Special Characters, No Planes from the PDF supplement.

The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxxx books, or an Approved Generic list of a minor country that does not have an Armies of xxxx book. All lists must be a generic platoon, No theater list.



Army Group Center Wargaming



We have been attending conventions since 2000, and we are now celebrating our 17th year. Our goal is to offer you the widest range of toy soldiers and hobby items at the most competitive prices. We have plastic miniatures in 1/32, 1/72 and 1/100 scale, and have over 20 different manufacturers to choose from. Looking forward to seeing you at the show. Keep collecting !



<https://army-group-center-wargaming.myshopify.com/>

Badger Games LLC



Badger Games LLC is a wide range supplier of miniatures for use in historical, Sci-Fi, fantasy and role play gaming. With over 60 different product lines we have that something, that you need. Miniatures manufacturer of Pontoonier, Mongrel, Ravenclaw, Obelisk, Regiment Games. Retailer of Foundry Miniatures, Gripping Beast, The Assault Group, Great Escape Games, Northstar, and Outpost Wargame Services.



<https://www.badgergames.com/home.html>

Centurion's Review



The Centurion's review was created because there are a lot of games on the market and only a small number of them get publicity from game shops, the media and conventions. We encourage gamers to try games that are different formats or genres than they are used to. We have a wide selection of "veteran" boardgames and miniatures for sale. Come by our booth to find out more about our games reviews and Blog.



<https://centurionsreview.com/>

Dayton Painting Consortium



Come by the booth for a great selection of painted and unpainted figures. Manufacturer of 20mm ACW/Nap/Colonials, 25mm AWI/Jacobite/SYW/Ottomans, Parade Ground Flags 15mm and 25mm. Retailer of Howard Hues Paints, Phil Alexander Flags, and Painted figures.



<http://dpcltdcom.org/index.html>

Enterprise Games



Enterprise Games is a leading provider of out of print, used and new gaming products. We carry a full range of games, but specialize in board wargames. We have been in business since 1994 with many satisfied and loyal customers. If you are looking to sell your game collection or portions of it, we would be glad to offer you a price. As an option, we can also offer to sell your collection on consignment. For large collections, we can travel throughout the Midwest United States.



<http://www.enterprisegames.com/>



Game Mats and More

We are a U.S. distributor for high quality cloth terrain mats and lots more! I always carry a large selection in stock. Also historical board games, 3d printed vehicles, buildings and aircraft



<https://gamematsandmore.myshopify.com/>

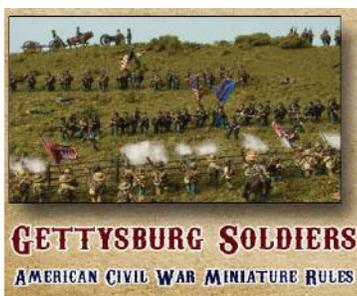


Games Plus

Chicagoland's Premier Hobby Gaming Store for almost 40 years. Our local retailer and great supporter of HMGS-Midwest. Now is your chance to support them. Retailer of Past Times Terrains, Woodland Scenics, D&D Box Games, Ganesha Games, Osprey Publishing, Northstar Minis, Great Escape Games, Perry minis, Gripping Beast, 4Ground Terrain, Rubicon miniatures, Flames of War and Plastic Soldier Company



<https://www.games-plus.com/>



Gettysburg Soldiers

We have been painting historical miniatures for friends, museums, fellow collectors and wargamers for over twenty-five years. We like to work with 15mm scale figures because this size can create the panoramic spectacle of a battle scene within the confines of a tabletop, with adequate detail in the figures to resemble the historical personalities.



<http://gettysburgsoldiers.com/>

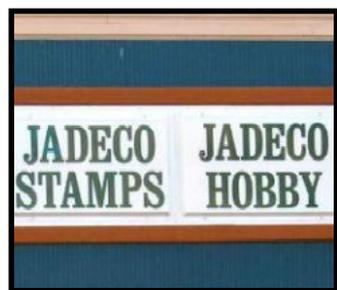


I-94 Enterprises

Manufacturer of Panzer Keeper, Raiden Aircraft, Beacon Decals, Les Batiments, and colorful Skies. Retailer of Check your6, MSD Aircraft, Luftwaffe 46, Scale Specialties, Goblintooh, Above and Fights On, and GHQ. Also has a large number of pre-painted Aircraft and Armor.



<https://i-94enterprises.com/>



Jadeco Stamps and Hobby

Established in 1999, JadeCo is the state's largest supplier of stamp collecting supplies and wargames. Also specializing in model kits and tools, board games of all genres, gaming accessories, model railroading, pre-painted figures, coins, and military books.



<http://www.jadecostampandhobby.com/>



Julio's Woodshop

Hello! I'm Julio Villarreal and I've been building things ever since I got my hands on legos. After spending over 28 years in the steel business, I started Julio's Woodshop so that I could work with my favorite material, wood. I find joy in building things that are useful for my customers and stand the test of time. We are a manufacturer of custom items. Specializing in custom furniture, game tables, workstations, display cases, and, air brush hoods, for gamers and collectors



<https://julioswoodshop.com/>



LOD Enterprises

LOD Enterprises is a manufacturer and distributor of plastic collectible toy soldiers. The firm, based in Green Bay, WI, draws on the rich history of plastic soldiers and playsets to create new figure sets for the collector's market. The company started in 2014 with Ken Ciak as its managing member. Our objective is to create collectible plastic soldiers today with a nod to the past. We want collectors to have both a feeling of nostalgia when they receive a figure set from LOD Enterprises while also providing historical accuracy and detail for the most discerning of customers.



<https://lodtoysoldiers.com/>



Lost Battalion games

Lost Battalion Games ("LBG") publishes and manufactures fun, high quality games for Board, Miniatures, and Card game players. Established in 2010, **LBG** has earned a reputation for innovative game design, profound gaming experiences, and high-quality game components.

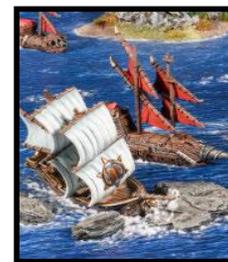


<https://www.lostbattaliongames.com/default.aspx>



Mantic Games

The Mantic Team is made up of hobby enthusiasts and world-class creatives that bring you miniature ranges such as Deadzone, Kings of War and Warpath. Not to mention some of the best board games on the market like Hellboy, The Walking Dead, Here's Negan, Star Saga (the futuristic dungeon crawler) and DreadBall – The Futuristic Sports Game



We also appear at wargaming/board games show. Don't be shy, say hi.

<https://www.manticgames.com/>



The Michael Bates Collection

Help these troops find a new home: 28mm Bolt Action ready miniatures. German(SS, DAK) , Italians, British (late war), Australians, South Africans. Also several unpainted armies in 28mm WW2, ACW and Fantasy. MDF terrain & buildings. Large selection of GHQ 1/2400 scale ships and other gaming items.



meesch56@yahoo.com

The Nafziger Collection



Military History for the Discriminating Reader-Publisher and Retailer of Military books. The Nafziger Collection of Napoleonic Orders of Battle George F Nafziger will be known to many already. Over the last forty years he has produced a mass of extremely detailed Orders of Battle totaling nearly 8,000 different OOB's ranging from 1600 to 1945 and produced a number of books on various aspects of military history.

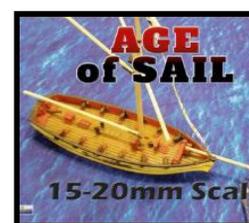


<http://www.nafzigercollection.com>

Sea Dog Game Studios



Sea Dog Game Studios (SDGS) is a small tabletop and miniatures game, art, and design studio based out of Dublin Ohio, USA. Specializing in products of interest to geeks and gamers, we design, make and publish tabletop games, renaissance pewter, as well as an expanding line of gaming terrain and accessories. While we started with all hand sculpted designs produced in our shop, we now increasingly use digitally sculpted and 3D printed designs as well. We also specialize in open world games that allow the gamer the freedom to explore and game in several different styles.



<https://www.seadoggamestudios.com/>

St Paul Irregulars



Manufacturer of 15mm and 28mm specialty Napoleonic, and retailer of Painted Flames of War



stpistaff@yahoo.com

Wargamer US



Wargamer US LLC. Is home to, Anno Domini 1666 By Fire and Sword Accessories Brandenburg Cossacks Denmark and Norway Flags Gdansk Holy Roman Empire Muscovites . Along with Hot and dangerous, collectable figures, and other wargaming accessories.



<https://www.wargamerus.com/>

Warlord Games



Be sure to visit Warlord. Home of: Beyond the Gates Of Antares, Black Powder, Black Seas, Blood Red Skies, Bolt Action, Cruel Seas, Doctor Who, Hail Caesar, Judge Dredd, Pike & Shotte, SPQR, Strontium Dog and Warlords of Erehwon.

Be sure to try your skill in the Bolt Action Tournament sponsored by Jon Russel too!



<https://store.warlordgames.com/>

Little Wars 2021 Merchandise

Now is your chance to commemorate your convention experience.

We have a great looking convention T-Shirt for you. Look fashionable, whether you are at the gaming table, out on the town, or with your special someone. This shirt makes the bold statement “Yes, I am a gamer and I was at Little Wars” Proceeds help fund our convention experience. Pre-Order your shirt, for you or your whole crew. Visit tabletop to guarantee your ability to show the colors. Or pick them up at the convention, were there is a limited supply of sizes. \$20 (No stolen valor please)



Back by popular demand we have our Special Edition Little Wars dice. Get them by the Pack (12 for \$10) or the pair (2 for \$3) Some say they are “Lucky” others say it is the weight distribution because of the engraving, either way use them for your critical rolls. Proceeds help fund our convention experience. Pre-Order on tabletop to guarantee your coolness. Or pick them up at the convention, were there is a limited supply.

<https://tabletop.events/conventions/little-wars-2021/merch>



Our convention could not exist without the help of our volunteers. If you would like to help maintain our “Best in the Midwest” title, you can be part of the team. For those that can donate 4 or more hours to our cause you can earn the coveted staff T-shirt. Volunteer now so we can have your perfectly-sized shirt waiting for. Let me know at president@hmgsmidwest.com.

Little Wars and HMGS-Midwest- thanks the intrepid crew at Games Plus, for their years of support. *Jeff, Rich, Rhet, Floyd, Tristan, Mike, Paul, Laura and Pete*



Games Plus

**101 West Prospect Ave
Mount Prospect, IL 60056
(847) 577-9656
www.games-plus.com**



Store Hours:

**Monday – Saturday
10 a.m. To 9 p.m.**

**Sunday
10 a.m. to 7 p.m.**

Chicagoland's premier hobby gaming destination for almost 40 years

Our goal is to bring our customers an amazing shopping experience with a vast array of products, friendly staff and the helpful advice and suggestions.

The store is stocked with a wide range of products from paper and pencil roleplaying games, boardgames, miniatures, miniatures rules terrain, paints and tools. We are more than happy to help you find what you need, discover things you haven't seen before and provide a pleasant experience. We even offer a selection of used items to help you find long out of print items or more affordable alternatives.

There is a spacious, well appointed meeting area for you to game or craft in with regular and counter height tables, a game library and terrain selection to provide what you need to game and relax with friends. The game tables are currently by appointment only however, as we are observing gathering restrictions due to the currently mandated pandemic restrictions by the State of Illinois

We have also hosted game nights, HMGS miniatures night once a month and historical miniatures game once a week as well as demos, paint an takes and more and will be doing so again in the future.

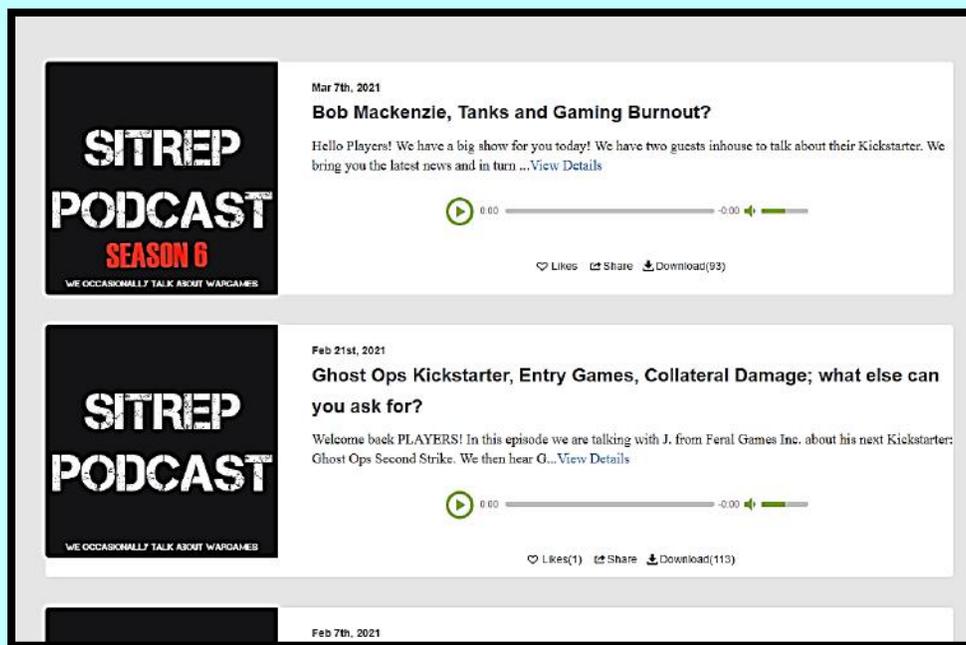
Stop in or take a look at www.games-plus.com or our Facebook (Games Plus) to get more information or contact us with any questions you have.



SITREP Podcast Live at Little Wars!



The intrepid crew over at SITREP Podcast will be joining us this year. They will be streaming live throughout the convention from their booth, with reports and personal interviews. Here is your chance to go to their website and see (hear) all of their previous great works before the show.



Be sure to visit their website, by clicking on the Link below.

<https://sitreppodcast.podbean.com/>

The Military Miniature Society of Illinois

*Come and visit the great people and their displays at their booth at
Little Wars*



The MMSI Logo: A Soldier on Guard at Fort Dearborn

The MMSI is an organization based in the Chicago area dedicated to the art of painting and sculpting military miniatures and toy soldiers as well as collecting these scale works of military and fantasy art. We hold a show (not a competition, but a "juried exhibition") each year in October. There are also monthly meetings that deal with a wide variety of subjects held on the first Friday of the month, except for a break during the summer. We do host summer get-togethers, however--also ask about joining us at breakfast on Mondays or Fridays!--as well as an annual Holiday party during the Christmas season. We publish a quarterly journal called *The Scabbard* that includes articles on history, uniforms, miniatures, and much more, and it is included as part of the annual membership dues.

The 2021 Chicago Show, will be Friday, October 22 to Sunday, October 24. Located at the Chicago Marriott Schaumburg.

There is a lot of cross over in our two groups, and we are looking forward to working closer with them in the future. We will keep you updated as they occur.

<http://www.military-miniature-society-of-illinois.com/>

While at Little Wars be sure to visit our friends from the, Seven Years War Association



The Seven Years' War Association is an organization dedicated to the study and preservation of the history of the Seven Years' War and other conflicts in the middle third of the eighteenth century. The Association publishes the *Journal of the Seven Years War Association* in order to disseminate knowledge of the period. Those with questions relating to the Journal or the Association are encouraged to stop by and talk with Joe, or contact the editor at mcintyrej@sevenyearswarassn.org.

<http://www.sevenyearswarassn.org/>

Seven Years' War Convention 2021



I am delighted to announce that based on recent developments, the Seven Years War Convention will be returning on August 5th to August 7th, 2021. We believe that the pace of vaccination combined with safety measures will allow us to host the Convention this August. We are aware that the date conflicts with Gen Con, and we hope you will consider attending anyway. If you have been saying for years that you want to come to the Seven Years War Convention, but have not committed (you know who you are), make this the year you attend.

The SYWCon is at the same venue as in recent years: although the name of the venue has changed. It used to be the Waterford Estates Lodge, it is now the Ramada. The hotel's phone is still 574-272-5220 at 52890 S.R. 933, North South Bend, IN 46637.

Please share this information widely, we would like to see as many folks as possible attend this year!

<http://sywconvention.blogspot.com/>



LITTLE WARS 2021-PAINTING CONTEST

Show off your best and win awesome prizes provided by our generous sponsors!

THREE WAYS TO WIN!

- ***The Peoples' Choice Award (PCA):*** Where your “Frenemies” have the opportunity to vote for their favorite entry. These votes are tallied for each category noted below, resulting in four prizes to be awarded.
- ***Overall Best in Show:*** Plus additional prizes may be awarded as determined by a team of experienced miniatures painters.
- ***Little General Award:*** open to our future wargamers, up to age fourteen

HOW DOES IT WORK?

- Submit your entries at the Events Desk by providing your name, entry name and brief description of your painted miniature(s) on an entry form. An entry number will be assigned to your submission and your miniatures will be locked in our display case in the main gaming are for viewing.
- Entries must be submitted no later than noon on Saturday.
- You may submit one entry per category up to three categories per attendee.
- Voting will take place from 1:00 PM to 4:00 PM on Saturday at the Events Desk (voting form will be included in your registration packet and also available at the Events Desk).
- Final decisions will be announced at 5:30 PM on Saturday.

CATEGORIES (Fantasy, Historical or Science Fiction)

- SINGLE FIGURE - 25-28mm
- UNIT OF FIGURES -smaller than 25mm, minimum of five figures
- UNIT OF FIGURES -25-28mm, minimum of three figures
- DIORAMA (with terrain) - up to 28mm, one or more figures



HMGS-Midwest is proud to present the 2021:



Wounded Warrior Raffle

Drawing- 9:00 PM Saturday Night, May 1st

In 2019, we reached an all-time high with our WW raffle. We were able to donate \$900, to this great charity. We missed last year, but now we are back.



This year's offering will be "The Heroes" a full size print! By Doug Dearth this work of art is a limited edition to 50 prints. Hand signed and displays at 18" x 24". Also included is a DVD copy of the original movie. (Just in case you have worn yours out) This last year has been tough on everybody, but more so on the charities. This is a great way to honor those true heroes that we emulate on the gaming table.

Tickets are only \$5 for this worthwhile cause.

THANK YOU!

The Todd Fisher Award

The HMGS-Midwest Todd Fisher Award was established by the Chapter Board in 2011 specifically to provide a means to recognize those individuals that have been instrumental to HMGS-Midwest through distinguished service at its gaming conventions and related events. In keeping with the mission of HMGS-Midwest, individuals may also be recognized for their use of miniature gaming to aid in the teaching of history in an educational setting. It is the hope that award recipients will serve as a source of inspiration to others who might volunteer their time and efforts towards our hobby through HMGS-Midwest.

This Year's recipients go to:

The Active Service Award - Jeffrey Hammerlund

The Posthumous Service Award - Duke Seifried

Presentations 6:00PM Saturday, May 1st

Please see the upcoming Program Book, for a full description of each honoree.

Previous: Todd Fisher Award Recipients:

1. Todd Fisher
2. Rodger Kruse
3. Dave Hermann
4. Anne Hermann
5. Mike Cosentino
6. John Barsanti
7. Ken Kaufman
8. Michael Mays
9. Tim Fisher
10. Steve Rysemus
11. Yonan Badel





4th Annual - Autumn Wars 2021

When: Friday/Saturday/Sunday, October 1-2-3, 2021

You get to choose !!!

Where: Trinity International University

2065 Half Day Rd., Bannockburn, IL 60015

(847) 945-8800

Looking toward to the fall, we are planning for our 4th Annual Autumn Wars. Last years event was a 3 day ersatz-Little Wars, but we want this con to stand on it's own.

This fall promises to see a large resurgence in gaming conventions. This coupled other events HMGS-Midwest will be conducting during this time frame, we are looking at a one or two day convention. We want to open this up to our membership and listen to your needs.

So let us know:

- A single day or two day event?
- Which day(s) would be the most accommodating? (Friday/Saturday/Sunday)

Please email your input to:

BOD@hmgsmidwest.com.



Joe Berton Loves Flags! (And Who Doesn't?)

Part one: Collecting Flags

Reprinted with permission form the December 2020 issue of the Scabbard



As odd as it sounds, my interest in flags probably goes back to my dad collecting stamps. He collected stamps to the Canal Zone, Newfoundland and the Philippines. He was stationed in the Philippines during WWII, so I got that, but I never could figure out why he liked stamps from the Canal Zone and from Newfoundland, even though Newfoundland had some great caribou stamps. He got all four of us kids interested in stamp collecting too. He would take us to the national stamp shows when they would come to Chicago, introducing us to places like the LaSalle Hotel and the Hilton, stopping by Wimpy's Grill for a burger, served on a paper plate with listing other Wimpy's faraway places like London and Paris but also Leopoldville, Cairo and Tokyo, where I would daydream, hoping some day to make my way around that plate in real life.

We would hit the shows with our handwritten lists of stamps we were looking for. I had an interest in Julius Caesar, which naturally led to collecting stamps from Italy. My interest in Nelson got me to chase his image on stamps from Barbados and Antigua. My growing interest in Gordon got me to buy stamps from the Sudan, some actually featuring Gordon. And I learned that Lawrence had a hand in designing the first stamps issued by the Hejaz so I sought them out too. I was fascinated by the history that could be found in a county's stamps, so often depicting obscure leaders, events in its history, even animals that might be found there.

Our stamp albums had a place to lick in the stickers of the country's flag and their coat of arms. These came in sets of over a hundred stickers. I loved studying the various flags and doing research on why a country had used specific colors and the meanings in the symbols used in coats of arms.

We always put the flag out for holidays. I remember liking to do that and paying attention to carefully take it down at sunset, rolling it on its pole and storing it in the corner behind the front door, until the next holiday. It seemed only natural to draw to the flag bearers of the soldiers I started to collect. The Marx Civil War set

had great Union and rebel flag bearers. It was at the Fox and Hounds antique shop in Clarendon Hills, owned by Al and Rose Marie Beckman, that I bought my first Union Jack. I was probably a sophomore in high school at the time. Al also sold me my first British badges and tunic. Back home, I used to fly the Union Jack on Trafalgar Day, October 21st, until one time my dad came home and said some guy at the foundry was asking him why that damned rebel flag was hanging from our house. After that, I tacked the flag up in my room.

In 1979-80, Shep Paine led the MMSI members on a club project constructing the entire battle of Trafalgar with miniature ships made by Valiant. We started thinking of objects we had collected to display with the finished diorama. In addition to swords, and some firearms, I wanted a flag. The HMS Victory, Nelson's ship, was still a commissioned vessel. The photographs I saw of it showed the Union Jack, the Admiral's flag and the Naval Ensign, all flying from the ship's lines. I knew that our U.S. capital runs flags up and down and you can request one of these flags. Could the same be said of the Victory?

I wrote the Lt. Commander of the Victory asking if it was possible for me to get a flag from the ship, one they no longer needed, to use with our display honoring Nelson's victory at Trafalgar. It seemed a few months went by before finally a box arrived, stamped several places in an oval: Commanding Officer HMS Victory. Here was my flag. The box was only about nine inches square, so though I was pleased to get something, I was thinking this must be a small flag. I opened the box and took out the carefully folded cube of gray cloth and started to unfold it, and unfold it again and again and again, until, spread out on my floor, was a Royal Navy ensign flag six feet by twelve feet in size. The letter from Lt. Commander Whitlock explained that this flag was a storm ensign, flown from the mizzen peak halyards of the Victory, when the winds are too strong to fly the full-size flag. And he wished us good luck with the project and that he loved to build models himself. When the MMSI finished the diorama, we proudly displayed the flag with it and I shared photos with the Lt. Commander.

When I went to various military museums, I would seek out the flags on display. The Musee de l'Armee has an entire gallery of flags, French regimental flags and those of other nations captured in war. The National Army Museum displays a wide variety of flags of the British Army and trophies of colonial campaigns. The Royal Hospital at Chelsea has flags of victors and foes on display in the dining hall and more regimental flags are displayed in the chapel.

Rick Johnson had a Guards regimental flag in his collection. It belonged to a former colonel of the regiment. Shep was thrilled in 1988 when he purchased a Napoleonic company colour of the 3rd Regiment of Foot Guards. This was framed, 6 feet by 6 ½ feet and under glass. Shep asked if my brother Dave and I could help him hang the flag in his stairway. It was an awkward job; we jury rigged a couple of ladders, while balancing this heavy object, pushed and held it tightly against the wall, very much aware of the dangerous pane of glass, we finally drilled and screwed the frame in place. It was quite an accomplishment. I said, "I'd sure hate to take that down." Shep said, "You might have to. I'm not selling it. It won't be my problem." Sadly, we eventually did take it down, and the flag is in a collection in Canada.

British regimental flags rarely come up for sale. Most are retired by the regiment and displayed in museums or chapels. Company Colours of the Guards regiments do come on the market. These are small flags of specific design used by every company of a Guards regiment. Over the years I've bought three Coldstream Guards Company Colours and a Welsh Guards Company Colour.

The Coldstream Guards Company Colours are 20.5 by 18.5 in. My most interesting one was used by Lt. Colonel John Vaughan Campbell. He won the Victoria Cross in WWI by encouraging his Coldstreamers to continue their charge by blowing a hunting horn. It became known in the popular press as the "Tally Ho V.C."



Another favorite is one of the unique Company Colours used by the Welsh Guards. These are swallow tapered in shape. Mine is from the 4th Company whose Welsh motto translates to "The Best Weapon is a Brave Heart."



The Sudanese banner I have was brought back to England by a soldier in the campaign. The banner is made of red cotton, with a border and Arabic letters of white cotton stitched on to it. The writing translates to "There is No God but Allah, Mohamed is His Servant and the Mahdi His Servant."



Last year I bought a Boxer Rebellion flag. This is a silk flag with a hand painted lion, a commonly used symbol by the Boxers. The Chinese characters state “Right Wing, 3rd Squad.” This flag was one of several brought back by Charles Summerall, an artillery officer who took part in the advance on Peking and helped shoot open the gates to the city.



From Mike Davidson of The Hussar in Tulsa, I was able to get an unissued U.S. Cavalry flag. It is made of silk and beautifully embroidered. However, it is starting to fade and degrade, because it is made of weighted silk. Let me tell you about weighted silk: Most flags that are falling apart are doing so because they were made of weighted silk. Weighted silk became popular from 1850's on. At that time, silk was purchased raw, in cocoons. If you bought ten pounds of silk cocoons, to prepare the silk for use, you had to degum the sticky threads of silk first. This would lose about 20% of the weight. Sellers thought it was perfectly acceptable to add back the weight by soaking the threads in baths with lead, tin or iron powders, getting back the lost weight. The buyers didn't seem to mind because the silk still had its luster and the weight actually helped with the effects of draping. Weighted silk was also cheaper than pure silk and remained popular through the 1930's. I've got Victorian tunics that are in great shape, yet the silk lining looks like a crazy cat tore it up. Weighted silk will start to come apart, because of its own weight. It will separate and break apart. I remember seeing remnants of silk on a chapel floor, under the regimental flag. Many Civil War flags face the same eventual slow death. There is nothing a conservator can do to prevent this except store the flag flat and back it with another support.

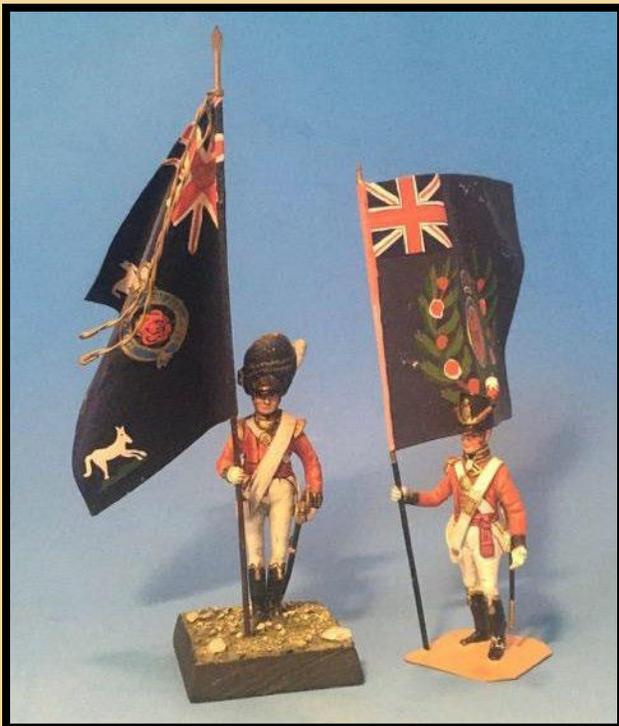


My rarest flag is a flag of the Hejaz. It is also known as the flag of Arab Independence. The flag was introduced in 1916, at the start of the Arab Revolt; the colors represent important families and periods of Arab history. By 1922, the Hejaz was taken over by Ibn Saud, the founder of the new kingdom of Saudi Arabia. The colors of the Arab Revolt flag were eventually used in rearranged sequences by Jordan Syria, Iraq, and other Arab countries or movements, even the P.L.O. The flag I have is made of stitched cotton, about 3 ft by 6 ft. with a toggle arrangement for hoisting on a pole. There are very few surviving examples of this flag. The other six I know about are in museums, and one in the collection of King Abdullah of Jordan.



My sentimental favorite though is a flag that flew many days over Wrigley Field. I got this at a charity auction in the early seventies, donated by the Chicago Cubs. It is made of a heavy cloth with stitched on letters and red stripes. This flag has also witnessed its share of victories and even more defeats, but thankfully all on a sports field. Go Cubs Go!

Part Two: Flags in Miniature



When trying to make flags to go with my miniatures, the techniques I've used have evolved over the years. The first flags I made were made out of sheet lead or foil, similar to the way the flags were made for Stadden figures (some examples picture above). The sheet lead could be cut to size, gently folded, primed and painted. However, the sheet lead versions didn't give one much freedom to achieve folds. They were very stiff and limited. I started experimenting using Kleenex tissue and Elmer's Glue. For my Arab robes, I could cut patterns out of tissue and carefully place the pieces on the armature, gently coating the tissue with Elmer's Glue. When this would start to set up, I would go back in and push and pull the tissue to emphasize folds in the robes. Once this hardened overnight, I could go back in and start building up additional folds with putty, sculpting over the dried tissue. At that time, my preferred putty was Testor's Body Putty. The putty could be sanded down when dried and the entire surface coated with a "Sprue Solution", preparing it to be primed and painted. "Sprue Solution" is made by taking a bottle of liquid cement, with maybe a ¼ inch in the bottle and adding styrene plastic sprue pieces to it. The pieces will melt in the liquid cement, making a bit of white goo, that you can brush on and coat the surface of the finished sculpture.

The flag I made for the "Death to the Infidel" vignette is made of tissue and glue. I had to have this flag billowing and pulled tight in a very specific way, something I couldn't do with lead foil. The vignette depicts a Sudanese Emir grasping the Egyptian flag of the sergeant. The Emir's armor is based on a set I saw at the Royal Ontario Museum in Toronto. I wanted the piece to be entirely supported on one horse leg and worked for the sculpture to have a triangular composition. The horse and figures started as Historex parts.

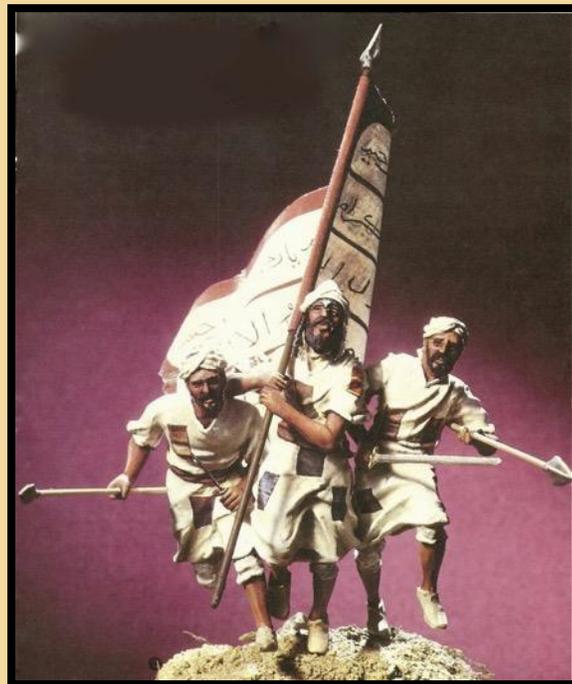


Left: Joe's "Death to the Infidel." Right: Two examples of Pete Kailus flags.

For my next series of flags I used drafting linen. I admired the figures of MMSI member Pete Kailus. He did a number of flags using drafting linen and introduced me to the material. The linen is a finely woven material and at the time had a use in architectural drawing. To use the linen, I cut out a square larger than needed and primed both sides of that square with a white water base paint. Once this dried, I was able to tape the piece to a board and with a pencil, lightly draw the pattern of the flag on the primed linen. I could then base coat the colors, again using water based paints. I used drafting linen on three of my vignettes.



For the “Dr. Livingstone, I Presume?” vignette, I wanted the Stars and Stripes to provide the background for Stanley, meeting the lost Livingstone in 1871. The U.S. flag at that time had 37 stars. And I had to paint them on both sides of the flag. This challenging task was made a bit easier by being able to paint the flag while it was taped to the board. Plus using water based paints; I was able to make corrections almost right away. I was able to mask off the areas for the red stripes with masking tape, with the white base coat serving as the white stripes. When both sides of the flag were finally completed and shaded, I cut the linen into the precise size needed and epoxied it to the brass flagpole. Once dried, I was able to wet the flag and carefully bend it into the shape I wanted the flag to hang, tying it with thread to dry in the final position. These were all techniques I had learned from Pete. The figures on this vignette are converted from Elastolin figures. Stanley started life as a farmer and the flag bearer was a blacksmith.



My second flag using linen was in my “Dervishes of the Sudan” vignette. For the flag I used the same techniques used for the Stanley flag but was able to damage the flag with a X-acto knife, putting tears, small rips and bullet holes into the flag. Using a linen flag made this task easy and the results were realistic.



The third technique you can try is making a flag out of A+B Putty. Mixing equal parts of the putty, you can roll it out between two plastic sheets coated lightly with Vaseline. You can use a dowel like a rolling pin and flatten the putty out to a pancake shape larger than the flag shape you will need. Let this start to set up and harden, maybe twenty minutes or so, and you can cut out the shape you need. Carefully removing the flag rectangle from the plastic backing, you can now start to shape the folds and billows you want, propping up the piece over pencils or more dowels, setting the piece to dry. Once this hardens, you can add details to the putty like stars or battle honors. This is the technique Shep used to make the flags for his outstanding vignette “The Union Forever.” I used the same technique to make the flag for the Touareg flag bearer, another not yet released figure for Conte. So you have three time-tested techniques to make flags for miniatures.

I’ve collected a number of toy soldiers and miniatures featuring flags and have included some of my favorites. I’ve always enjoyed the factory-painted Staddens. Some of their flag bearers can have very fragile flags though. Usually made of sheet lead, some examples will have paint that can flake off like chocolate icing on an ice cream bar. From the Archer Jackson collection I bought a figure produced by Howard Willett (thanks to Dick Pielen for the identification) of an Ensign of the Grenadier Guards, with a finely painted silk regimental flag. And recently, from Chris Durham, I obtained a Brian Rodden figure of Joan of Arc.



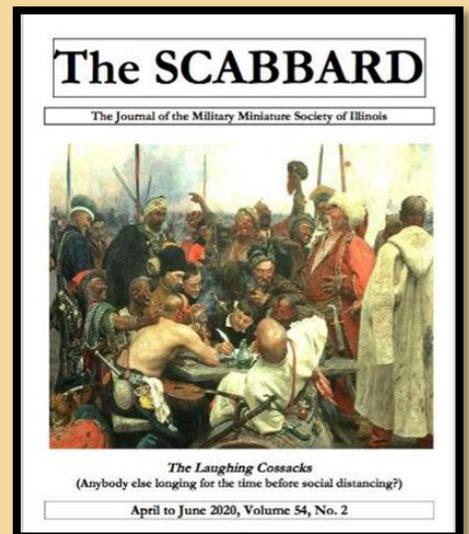
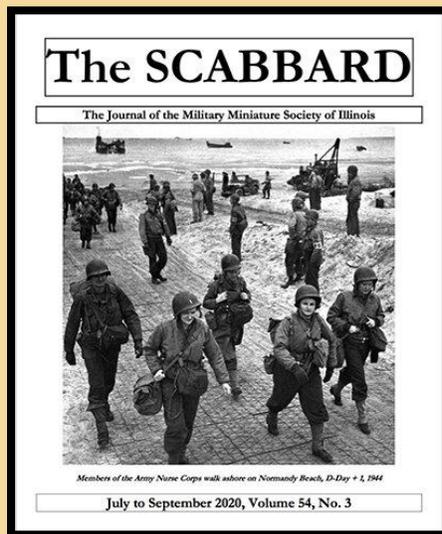
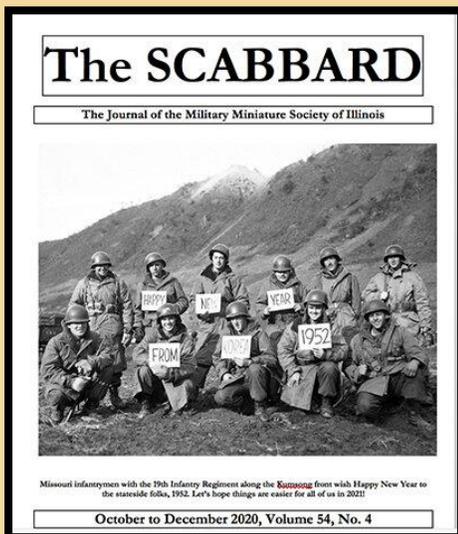


In the current toy soldier world, there are many beautiful flag bearers being made (those below are from Mignot and Dilly), and the ones made by King & Country and W Britain, take advantage of the machine-painting and masking techniques perfected in China. To get amazed by just pure painting ability and technique, have a look at the fantasy versions of flags that the skilled Russian artists are producing.

You might not find a historical prototype for most of their flags, but they are a real joy to look at. You'll find examples in the vendor's area of the toy soldier show or our own Chicago Show.



Be sure to visit the Archive page for downloadable of this article and many informative others in back issues of the Scabbard. You can even subscribe!



<http://www.military-miniature-society-of-illinois.com/the-scabbard>



The War Chest



Save the date:

Friday, and Saturday-June 4th/5th, 2021

Hello Lad's

It's been 6 years since I ran the last "War Chest" at Trinity University and this summer appears to be the right time for another one.

The "War Chest" is a convention where you can bring, buy, trade, & sell Miniatures, Games and any other type of Gaming related items. For a fair price you can purchase 1 or more tables and have the adventure of sending those items you don't use anymore to a good home. Additional details on this will be forthcoming, with a future sign up page on Tabletop Events.

We will have the 2 day event at Trinity University, in Bannockburn, IL. It is sponsored by HMGS-Midwest & Legends In Time. The event will be free to HMGS-Midwest members, another good reason join us.

So... start assembling the games you haven't played in years and send out the orders to those "Dusty Battalions" to prepare for redeployment.

The War Chest is coming! Thank you for your attention & stay tuned.

Cheers! Skip Peterson





World War II Trivia Contest April 7th



HMGS-Midwest is proud to sponsor the World War II Trivia Contest. Held at the Schnitzel Platz in Glendale Heights, IL. Come as a team or individual, and enjoy a great meal and drink if you prefer.

Test your knowledge against others and compete for prizes and bragging rights. It is a great chance to socialize with your fellow history buffs and meet new ones.

Come join us for good German bier and food!



Get a team or play by yourself to play for great prizes!

PRESENTS

WWII

TRIVIA NIGHT

FIRST WEDNESDAY OF EVERY MONTH AT 7:00



PLEASE BE AT THE RESTAURANT NLT 6:45 TO SIGN UP
729 NORTH AVE, GLENDALE HEIGHTS

Click on the link to make your reservations

<http://schnitzelplatz.com/index.html>

Part 1. General Knowledge

1 Point per correct answer

1. Who came up with the plan for Operation Market Garden?
2. Germany had control of 90% of Stalingrad about to crush the Russians then this game changing event happened. What happened?
3. What was the destination of the USS Indianapolis when it was carrying components of the two atomic bombs?
4. How old was Lt. Audie Murphy when he received the Medal of Honor?
5. There were whole units within the Wehrmacht made up of Russian red army soldiers, True or False?
6. Britain attacked a naval base in Algeria to neutralize ships of what country so Germany couldn't utilize them after the armistice?
7. What German dive bomber had inverted gull wings and a siren that became infamous in propaganda films for German blitzkrieg attacks?
8. This region within Germany was the center of its manufacturing?
9. What type of U-boat is the U-505?
10. On their way to the Caucasus oil fields Germany decided to stop off in what city for a quick defeat?
11. **Wager Question:** Before the US entered the war, where did its army rank in size to the rest of the world?

Part 2. Midway

2 Points per correct answer

1. Who came up with plan to attack Midway to lure the remaining US fleet from Pearl Harbor into a trap and sink its carriers?
2. Which US carrier was severely damaged at the battle of the Coral Sea, repaired in three days, expecting it to take three months, to then fight at Midway?
3. What was the Japanese code name for the island of Midway?
4. Which Japanese admiral was in charge of the carrier fleet during the battle?
5. When the Japanese first attacked the island what type of aircraft was mysteriously missing and then was discovered flying above them to be used for the first time ever in a naval engagement?
6. What was the name of the US naval commander that identified the code name for Midway?
7. What was the false radio message from Midway to confirm that the code name of Midway?
8. The most pivotal moment in the battle is when this US air group commander spotted the Japanese destroyer Arashi and followed it the Japanese carriers?
9. What was the date of the Battle?
10. Which was the only US carrier sunk as a result of the battle?
11. **Wager Question:** What was the cryptography unit that cracked the Japanese naval code?

Part 3. General Knowledge

3 Points per correct answer

1. The German army was completely mechanized and did not rely on horses, True or False?
2. Which US carrier was the only one to be transferred from the Atlantic fleet to the Pacific fleet?
3. What German heavy cruiser was surrendered to the BRN as a war prize and later transferred to the USN and used in the testing of atomic bombs?
4. What was the date that Germany declared war on the US?
5. What was the nickname given to the type XIV U-Boat that was used as a resupply sub carrying fuel, oil, food, and torpedoes?
6. What island in the Pacific did Marines land on for its two airfields that has black sand?
7. What was the name of the agreement 1938 to prevent another war where Britain, France and Italy allowed Germany to annex Czechoslovakia known to them as the Sudetenland?
8. Which U-Boat commander was the first member of the Kriegsmarine to receive the Knights Cross with oak leaves and sank over 30 allied ships in U-47?
9. What US medium tank was named after a civil war general by the British, had multiple variants and a 75mm main gun?
10. How many pairs of siblings were aboard the USS Arizona when it was sunk at Pearl Harbor?
11. **Wager Question:** What material did the US define as a strategic commodity because of its use in the automotive, aviation, and munitions industries for seals and gaskets that came from trees grown in Portugal and Spain?

Part 4. D-Day

4 Points per correct answer

1. What was the operational name for the overall invasion of France?
2. What beach did the Canadians land on?
3. What was Hitler doing during the beginning hours of the landing?
4. What was the objective that the British and Canadians were trying to reach after the landing on the first day that eventually took 7 weeks to take?
5. Who was brought in by Germany to inspect the Atlantic wall and strengthen its weak points?
6. Where did Germany think the invasion was coming based on US and British deception?
7. Germany had its best units in the Wehrmacht stationed in the west and along the Atlantic wall, True or False?
8. What was the name for the operation of the beach landing part of invasion of France?
9. Where was Rommel during the landing?
10. 200 members of the 2nd Ranger Battalion were tasked with taking out the gun battery at this location of the invasion sight between Omaha beach and Utah beach.
11. **Wager Question:** These low tide beach obstacles were ten-foot-tall steel framed structures with anti-tank mines attached on top.

Answers

Part 1. General Knowledge-1 point

1. Bernard Montgomery
2. The Russian winter
3. Tinian Island
4. 19
5. True
6. France
7. JU 87 (Stuka)
8. The Ruhr
9. Type IX C
10. Stalingrad
11. Wager Question: 17th

Part 2. Midway-2 points

1. Admiral Yamamoto
2. USS Yorktown
3. AF
4. Admiral Nagumo
5. B-17s
6. Commander Joseph Rochfort
7. Broken water system
8. C. Wade McClusky, Jr.
9. 4-7 June 1942
10. USS Yorktown
11. Wager Question: HYPO

Part 3. General knowledge-3 points

1. False
2. USS Yorktown
3. Prince Eugen
4. 11 December 1941
5. Milk Cow
6. Iwo Jima
7. The Munich Agreement
8. Gunther Prien
9. M4 Sherman
10. 38 (also 1 father/son pair)
11. Wager Question: Cork

Part 4. D-Day-4 points

1. Operation Overlord
2. Juno
3. Sleeping
4. The City of Caen
5. Rommel
6. Pas-de-Calais
7. False
8. Operation Neptune
9. Berlin for his wife's birthday
10. Pointe du Hoc
11. Wager Question: Belgium Gates

Well, hope you did well. For a great night out with hearty German food, brain teasers, prizes and some laughs come out and join us.



World War II Trivia Contest
April 7th



Air Con 2021

Come and join us , located at the Historic Harley Davidson Museum, in Milwaukee

June 12th at 11:00 AM- co-sponsored by HMGS-Midwest

<https://tabletop.events/conventions/air-con-2021>



THE NAFZIGER COLLECTION

WILL BE AT LITTLE WARS 2021

This year will see 40 new books being presented at Little Wars 2021 on the Wars of Louis XIV (1641-1713), three biographies of French knights, the exploration and conquest of the French Sudan (modern Mali) the French invasion of Mexico, the Turkish Army of 1683, and the Viking incursions into France (800-1050 AD).

Civil War Crossword Puzzle



Back in the 70's our HMGS-Midwest Attorney, Jon Michel posted an ad in the "General" magazine looking for opponents to play board games. (Yes we really did that). Shortly after he gathered a collection of gamers who refer to themselves as HAWK. Many are still playing together today. They started to publish a monthly magazine and one of Jon's contributions was this Civil War crossword puzzles.

Twelve years ago, I met this group, and Jon has been volunteering for HMGS for the last couple of years. He thought it would be a quaint idea to resurrect this blast from the past, and see how our readers do. In addition to doing all of our legal work pro-bono, Jon is charge of our Legacy and Gifting Programs, Painting Contest, as well as being a prolific GM.

To hide the fact, that we are border line luddites, and are focusing most of our time on Little Wars, we are going old school. The puzzle should be printed out along with the questions, so you do not ruin your screen by writing on it. Perhaps there are people out there savvy enough to help us recreate this electronically. But for now enjoy.

The answers will appear on the last page of this newsletter.



General Grant patiently waiting to check General Lee's answers

QUESTIONS:

ACROSS:

- 1 - The Union II Corps badge symbol
- 2 - The Confederate regiment which took the most casualties in one action - 82.3% - "The _____ 1st _____"
- 3 - He commanded the only non-Texas regiment of Hood's Texas Brigade
- 4 - He was the instigator behind the Zouave movement in America
- 5 - The brand name of the most widely used rifle musket of the war.
- 6 - The name of the most widely used grenade by the Union.
- 7 - The alternative name for Pittsburg Landing.
- 8 - The Confederate prison on the James River at Richmond (2 words)
- 9 - The most famous of all the CSA volunteer artillery organizations
- 10 - The name of the 3 inch gun also called the Rodman rifle
- 11 - The nickname of the 54th New York Volunteer Infantry Regiment (2 words)
- 12 - The first of the Seven Days' Battles of the Peninsular campaign
- 13 - The organizer of the 1st and 2nd U.S. Sharpshooters
- 14 - The name of the 13 inch seacoast mortar, used by the Union at the siege of Petersburg
- 15 - He led the 2nd Division, IX Corps, Union Army, at Antietam
- 16 - The first machine gun to be used in action during the war
- 17 - The Confederate name given to the captured Union ironclad Merrimac
- 18 - The brand name of the most widely used 1860 Model USA carbine
- 19 - The last site of an infantry battle during the war - April 19, 1865
- 21 - The Confederate prison camp at Millen, Georgia, built in the summer of 1864 to take care of excess prisoners at Andersonville
- 22 - The first magazine repeating rifle used in quantity by the Union
- 23 - The state which left the Union on April 17, 1861
- 24 - The Union major General in charge of the western Department in 1861, called "The Pathfinder"

DOWN:

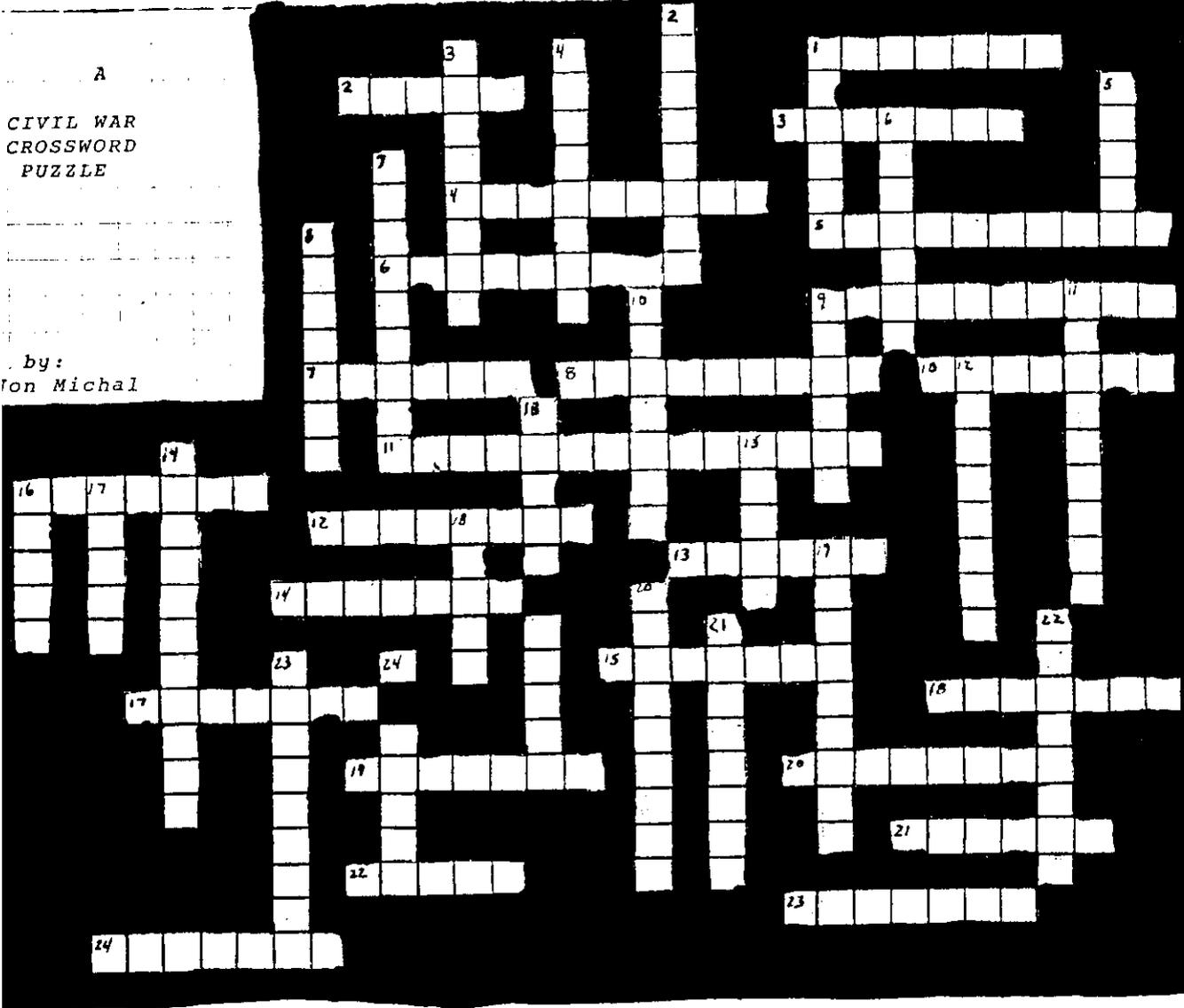
- 1 - The Union General called "The Rock of Chickamauga"
- 2 - The "Stonewall Jackson of the West"
- 3 - A platform from which a gun can fire over a parapet without an embrasure
- 4 - The Southern name for Bull Run
- 5 - "Baldy" was the name of this Union General's horse
- 6 - Sherman said of this Confederate cavalry general: "That devil...must be hunted down and killed if it costs ten thousand lives and bankrupts the Federal Treasury"
- 7 - The nickname of the 13th Pennsylvania Reserves
- 8 - John Barry gave the mistaken order to fire on this man
- 9 - The Union Secretary of the Navy
- 10 - Lincoln's military advisor and General in Chief
- 11 - The name of Robert E. Lee's horse
- 12 - This city was evacuated and surrendered to the Union on April 3, 1865
- 13 - The last of the Seven Days' Battles of the Peninsular campaign (2 words)
- 14 - Both sides had an Army by this name: The Army of the _____.
- 15 - The Union XIV Corps badge symbol
- 16 - He formed and led the Louisiana Tiger Zouaves
- 17 - The principal weapon of the 6th Pennsylvania Cavalry Regiment early in the war
- 18 - The amount of food authorized for one soldier (or animal) for one day
- 19 - The English rifled gun used by the Confederates
- 20 - The name given to Confederate garb late in the war
- 21 - The Union XI Corps badge symbol
- 22 - This Union regiment took the most Union casualties in one action - 82% - "The _____ 1st _____"
- 23 - He was a detective and McClellan's Secret Service Chief
- 24 - This Union General wrote "Ben Hur"

THE ANSWERS CAN BE FOUND ON
THE LAST PAGE IN THIS ISSUE

A

CIVIL WAR
CROSSWORD
PUZZLE

by:
Ton Michal



The Game is on for,



Madison, WI October 21st to 24th

Hello Gamers!

As we emerge from the deep freeze that is the upper Midwest this time of year, we are becoming increasingly optimistic about the prospects of having our show this fall. We are told by Public Health and by Dane County that it is expected to see all Covid related restrictions removed by late summer, should the vaccine rollout continue at its current pace and we not see any major setbacks due to a new CV variant/strain.

So, with this cautious optimism in hand, we have assembled a schedule of dates to lead us up to Gamehole Con in October. Housing Portal Opens - April 1st at noon CDT

- Event Submissions Open - May 1st noon CDT
- VIG Renewals Open - June 15th noon CDT
- Main Registration Opens - July 1st noon CDT
- VIG Event Registration Opens - August 15th noon CDT
- General Event Registration Opens - September 1st noon CDT
- Pre-registration and Event Submission Closes - October 1st
- Gamehole Con! - Oct. 21st - Oct. 24th

We are in the process of selling the remaining few Dealer Hall booths that we still have available and inviting Special Guests.

Finally, we want to make this perfectly clear: We will not hold a show if it is unsafe for us to do so. We will 100% rely on our local public health experts when it comes to having our show and under what circumstances. That is all for now. We hope that you all have a great early spring, and until we speak again, great gaming! Be sure to visit our website for all of your updates!

www.GameholeCon.com



THE ARCHITECTURE OF VICTORY

Brandon Musler Interviews Game Designer Nigel Marsh

Recently I participated in an extraordinary playtest of a campaign management system designed specifically for miniatures play called ON CAMPAIGN. What made the experience feel fully authentic was the high degree of fog of war. ON CAMPAIGN employs (at least) three distinct roles – two commanders-in-chief and an umpire (better known as a Gamemaster.) The GM handles all the computer interaction and forwards messages (reports usually) to the respective commanders. Thus, the players may not directly interact (at the operational level) and only the GM has a full view of the situation.

There *can be* multiple players to a side if the army in question was organized into independent wings...but in this instance I played Crown Prince Bernadotte who had sole responsibility for warding off the covetous advance north on Berlin during the summer of 1813 of Napoleon's odious henchman, Oudinot. A good time was had by all, and the byproduct was several tactical engagements worth setting out on a tabletop. The architecture of the system – which makes it possible to tightly integrate operational with tactical level gaming -- struck me as ingenious to the point where I contacted the designer, Nigel Marsh, to dig a bit deeper.



- Q. First, I should express my admiration for ON CAMPAIGN. The way it ties things together struck me as a sort of Holy Grail for miniatures gaming. But before delving into the particulars how about telling us a bit about yourself?
- A. I've been playing with toy soldiers since the sixties. By the way, I rarely refer to them as toy soldiers anymore. For me, those were the Timpo plastic knights I had as a little boy. Now I use the term miniatures. Anyway, I wrote my first set of rules in 1969, aged nine, but they were probably limited to rolling a five or six for a kill. Back then I was using plastic Airfix figures, with collections built around their French and British Waterloo sets. In the mid-80's, having left college, I started on collecting H&R 1/300th Napoleonic's. Gaming space was limited after I moved to New York City from the UK in 1987. My table had to fit under my bed. My figures had to fit in a shoebox. Heroics and Ros met those needs.
- Q. That's interesting because I have always associated your CARNAGE AND GLORY 2 (C&G2) tactical system as being primarily intended for 28mm figures...
- A. No, not really – certainly not originally. And in fact, C&G will operate with pretty much any scale. But there's a story behind your observation. You see I started attending conventions in the early 90's. One I remember in particular featured Donald Featherstone as its VIP guest. He was shown part of my collection that I'd put into a painting competition...and in true Featherstone fashion he said, 'I can't even see the buggers!' Moving right along... It struck me then, for the convention scene at least, 28mm was the way forward. I now keep collections for the Napoleonic, American Civil War, American War of Independence and English Civil War.
- Q. Wait – back up for a minute. How does a rule set work with “pretty much any scale?”
- A. Well, I think in terms of “paces.” So basically, that means my CARNAGE AND GLORY 2 system isn't restricted to a “scale” *per se*, either in terms of figure size, or ground scale. It thinks instead in terms of actual numbers of men for combat and casualties and real distances when adjudicating ranges and movement. However, in my opinion what's most important is the *relative* frontage of the unit when compared to the ground scale that you're employing. If you're representing a battalion with thirty-six figures, (equaling about six-hundred men,) then the frontage of that unit, should match the ground space that 600 men would occupy. In this case, twelve inches would represent about 150 paces. If it doesn't then something is off.



- Q. Speaking of off, I've taken us on a tangent. Back to rules. You started writing them in the 60's but what about Carnage and Glory? I seem to remember ads for it in THE COURIER ages ago.
- A. Well, I began developing the original DOS version of Carnage and Glory in 1987 but I didn't start marketing it until in 1991... So that's the earliest you could have seen anything in THE COURIER. It wasn't originally meant to be for sale – I just thought it'd be for my own personal use. But two of my gaming buddies – you may know their names from the current Historical Miniatures Gaming board – John Spiess and Dave Waxtel – pushed me to take the plunge commercially.
- Q. Yeah, those names ring a bell. But we can't go down that rabbit hole until I understand how you got from the rules you created as a child to writing computer code in 1987. You must have played some paper-and-dice rule sets along the way?
- A. I was absolutely influenced by the 70's and 80's generation rules. During the early 70's I gamed a lot with WRG 1685-1845 Horse and Musket rules. In the late 70's and early 80's I dabbled with Bruce Quarrie and Scotty Bowden's more complex rule systems. I felt that the latter two authors, provided great combat models, but candidly, they could be headache inducing too. Then in 1986 I was introduced to the pre-PC version of FOLLOW THE EAGLE, authored by my high school wargaming partner Dave Watkins. Before EAGLEBEARER, FOLLOW THE EAGLE used a Sinclair Spectrum ZX. I left the UK for the States in 1987, where the Sinclair was incompatible with the 120/208 volt power outlets, but I didn't know. So the day I arrived in NYC I fried my Sinclair—a *total* loss. Seeing no better alternative, I bought a Tandy (Radio Shack) PC-Compatible computer with Borland TurboBasic compiler software and started developing Carnage and Glory.
- Q. But at that point you were starting or restarting from scratch, right? So, I should ask what grounded you? Not so much from a technical perspective but—
- A. Philosophically? In a nutshell that would be Clausewitz.



Q. What in his work impressed you most?

A. Clausewitz wrote that battle can be broken into two phases, the destructive and the decisive. He suggested that the destructive phase, relating to the use of artillery, skirmish and volley fire, could take hours of persistent application to weaken the resolve of an opponent. Whilst the decisive phase, relating to the actual or perceived threat of the use of cold steel, against an opponent, who's will to resist had been previously weakened, could last seconds. This concept of the relationship between the destructive and decisive, represents the essential governing mechanic that I model in *Carnage and Glory*. His concept of friction as well, of course. Others that I am indebted to include Paddy Griffith, David Chandler, Rory Muir, Matthew Spring and Brent Noseworthy. I highly recommend the three books by Brent Noseworthy: *ANATOMY OF VICTORY, WITH MUSKET AND CANNON AND SWORD* and *BLOODY CRUCIBLE OF COURAGE*. Finally, every wargamer should read John Keegan's, *THE FACE OF BATTLE*.

Q. I don't doubt you've spent countless hours doing research and walking the battlefields...but some other rules writers can claim the same. The approach taken by *CARNAGE & GLORY 2* stands apart nonetheless. Why is that?

A. Looking back, I think I chose the path I did for organic reasons. I decided to develop a computer moderated approach in reaction to the complexity of gaming models that became prevalent during the 80's and 90's. However, that was only one response. Dice games also underwent a transformation during the 90's and 00's—one which continues up to today—with rebellion against overtly complex systems. Some will argue that we should only game for two-hours, or with a dozen figures per side—the idea being to improve the gaming experience and bring more people to the hobby. Perhaps that's true, but I still prefer to play with twenty to thirty units on the tabletop taking into account fatigue, weather and ground conditions. And my other strong preference is to put out hundreds of figures while still playing a battle to conclusion in two to three hours, on average.



- Q. Was it just an excess of complexity drove that drove you to computer moderation?
- A. Well, maybe it's also because I'm an architect by trade. As I saw it the foundation of the C&G system lies in separating the roles of player and administrator. A key reason for migrating to computer moderation was to enable that. Because ultimately my goal was to allow players to focus on their game and tactics and reduce the interaction of the player with the rules. You needn't read a rulebook before playing CARNAGE AND GLORY 2. Players only need to reference a couple of charts to grasp how far different types of units can move and fire—in relation to terrain characteristics. The software and the GM take care of nearly everything else. There are occasional exceptions—usually triggered by a border condition—but common sense and pro-rated movement normally resolve those issues without too much angst.
- Q. Those are the benefits achieved but any time you upset the status quo there is bound to be some push back. What criticisms do you hear most? How do you respond?
- A. There are three concerns I routinely encounter. The first is that the game will be slowed due to the bottleneck at the computer with a single input source. However, in my experience with a good GM, input to the computer is quick. What slows game down more often is indecision by players. The second is that there is too much fog of war and the process is not transparent enough. I feel that the introduction of greater friction or fog of war is a positive, rather than a negative. The third is that there are no dice and therefore no element of chance or luck. Personally, I'd rather focus on the use of good tactics, rather than a reliance on my ability to role a pair of sixes.
- Q. What about your development process? Do you do a lot of play testing?
- A. Most of the process is one of trial and error. The ON CAMPAIGN software that you play tested was over four years in development before it reached your hands. So that's mostly a matter of thoroughly debugging the software before I bring it to market. For my established products I have found that the best way to come up with feature enhancements is to run games. Carnage and Glory has been in evidence at the major east coast wargame conventions, Cold Wars, Historicon, and Fall-In, since 1991. Currently, with a team of veteran GM's, we host between fifteen and twenty-five games at each of the three conventions. These games provide valuable exposure to both new and experienced players. Luckily the system is very convention friendly. Within a few turns the novice player has grasped the mechanics and sometimes they even become the source of new features.



Q. Yes, and I've noticed over the years that CARNAGE & GLORY 2 has become very diverse with a range of different period modules.

A. My first love in gaming has to be the Napoleonic period. This was where Carnage and Glory began and continues to grow in development of initial concepts. Paddy Griffith's book, BATTLE TACTICS OF THE CIVIL WAR, initially gave me the courage to develop the American Civil War version as an extension of the core Napoleonic system. Then having stepped forward to the mid-nineteenth century I felt it was possible to step backwards to the mid-eighteenth century also. I have since gone further back and forward to provide additional modules. What changes, are the technical aspects of weaponry, including range and rate of fire, the formal battlefield formations, and methods of changing formation, Well, also the types of troops found on the different period battlefields. Now that the ON CAMPAIGN system has been published I have an opportunity to modify the Pike and Shot version to develop a late Medieval set to cover the fifteenth and sixteenth centuries.

Q. Well, we're coming full circle. What can you tell us about your latest product, the ON CAMPAIGN system?

A. As with CARNAGE AND GLORY 2 the ON CAMPAIGN system is primarily built to be played by three principal wargamers. Two will act as the commanders-in-chief of two opposing armies, whilst the third assumes the role of the Gamemaster or Umpire (GM). Additional wargamers can be assigned tabletop roles as general engagements are generated during the campaign. Additional principal wargamers can become engaged in the campaign when one or both armies separate their forces to an extent that they can no longer maintain close communication and it becomes expedient for an army to operate in distinct wings.

The commanders-in-chief are provided with operational campaign maps as well as basic information detailing the opposing orders of battle. This list of combat units and officers doesn't indicate unit strength however. Communications between the players and GM can be conducted by email, text or in person. Also, the supply of munitions will be finite, so there will be an added incentive to defeat an opponent whilst those available supplies of munitions remain. Provision is made for baggage trains (when applicable) and changing supply depots.

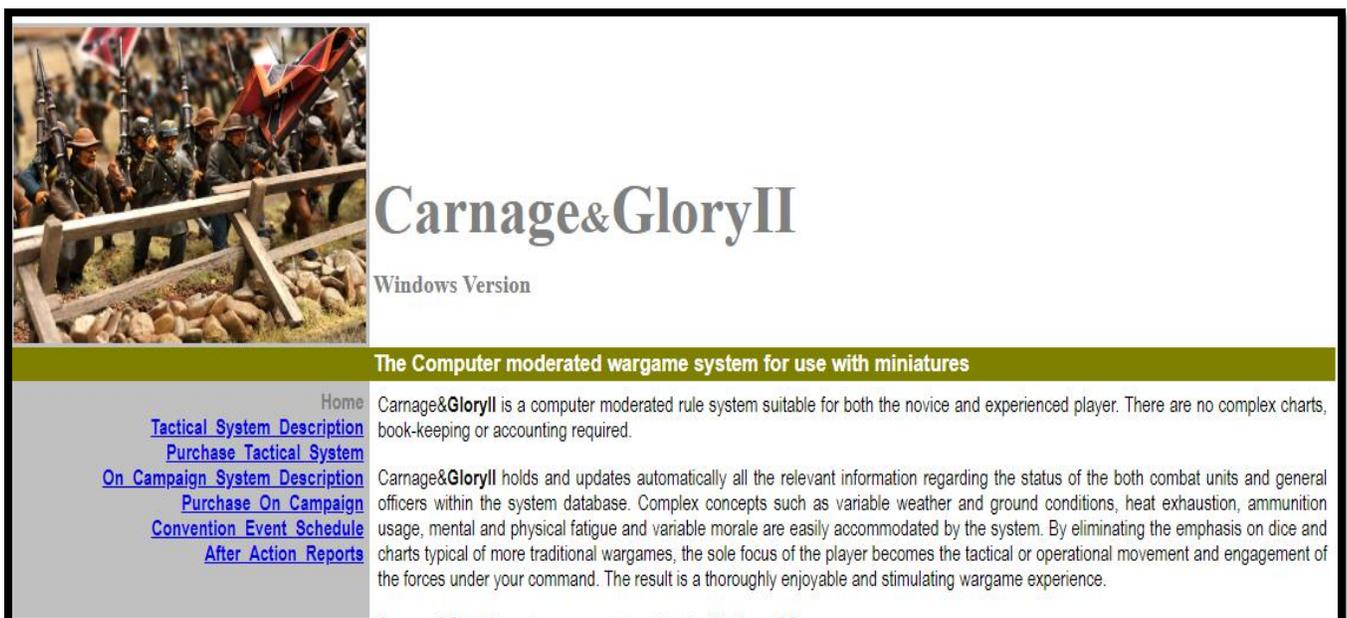


Each side is asked to develop a plan of operation for the campaign. This document can be as complex or basic as necessary, and at a minimum should define whether operations are to be conducted offensively or defensively. This document once finalized is shared with the GM. Campaign victory status is reported by a comparison of losses, fatigue, morale, and the relative availability of supplies available to an army. The integrity of the line(s) of operation and safety of the primary base will also be considered as a determinant of final victory status.

The intent is not necessarily to fight the Russian Campaign of 1812. The system is at its best when coordinating the movements of multiple corps, representing perhaps fifty or sixty thousand combatants, at an operational level of engagement. The basic intent is to place our tabletop games within the context of an operational campaign, subject to the vagaries of the season, weather, attrition and logistics.

- Q. In wrapping up – apropos of nothing – I just want to point out that Berlin did not fall to the Oudinot on my watch. And also that one of my delaying actions along a river line became the basis for tabletop scenario to be fought out with CARNAGE AND GLORY 2.
- A. Or any other tactical Napoleonic rule set really...
- Q. Well, this has been very informative. Thanks for your time today, Nigel. Anything else?
- A. I have just introduced a new map set for playing with the Army of Virginia. Anyone wishing more information will find it at

<http://www.carnageandgloryii.com/>



Carnage & Glory II
Windows Version

The Computer moderated wargame system for use with miniatures

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Carnage&GloryII is a computer moderated rule system suitable for both the novice and experienced player. There are no complex charts, book-keeping or accounting required.

Carnage&GloryII holds and updates automatically all the relevant information regarding the status of the both combat units and general officers within the system database. Complex concepts such as variable weather and ground conditions, heat exhaustion, ammunition usage, mental and physical fatigue and variable morale are easily accommodated by the system. By eliminating the emphasis on dice and charts typical of more traditional wargames, the sole focus of the player becomes the tactical or operational movement and engagement of the forces under your command. The result is a thoroughly enjoyable and stimulating wargame experience.



HMGS-Midwest Game Night



The HMGS-Midwest Miniatures wargaming group meets the 2nd Friday of every month at Games Plus in Mount Prospect. We play a variety of periods - ACW, WWII, Ancients (we even had a caveman game once), and we play air, land and sea battles.



The games generally run from 7 PM to around 11 PM. No reservation is necessary - just show up and we'll find a spot for you. However, if you'd like to be on our email list so that you know which games are running, just send an email to craigborri@gamil.com. I send out an email a couple weeks in advance to let people know what's scheduled.



We're always looking for new judges, so if you have a game you want to run or playtest for a convention just drop me a line and I'll schedule it.

Also, the store gives a 10% discount on HMGS night to members. Just show your membership card.



Brendgol's Miniatures

Get in the Game!



Here we present an entry from one of our member's blogs. He has a number of discussions, galleries, news and painting tips. Go take a look and check back often for updates.

[HTTPS://BRENDGOL.COM/](https://brendgol.com/)

STEP 5 FLOCKING THE BASES WITH STATIC GRASS

February 15, 2021

I have never used a static grass application device before and thought this would be a great opportunity to learn how to use one and make my American Infantry stand out compared to my North Vietnamese which do not have static grass. I'm not talking about just dropping the grass onto glue but using one of those electrical devices you can get on Amazon or eBay for about \$25.



After deciding to use static grass the next question was color. I had two choices of colors to go with, I choose the lighter of the two and am happy with that decision as it contrasts better with the darker uniforms of the infantry. I did consider that since the tufts I was using were also light I should go dark, but the lighter green was good as you will see below.



As I have said, this was my first time flocking with electro static grass and using a device to charge it so it stands on end. These devices work by using simple batteries to create a charge on a metal net or grate and as the grass passes through the grate it takes on the charge and when it approaches the oppositely charged base, the grass stands on end.





My friend Kevin brought over his static grass device and taught me how to do this before I tried it on my own bases. When working with him, we used plastic bases and a metal cookie sheet to put the bases on and then connect the alligator clip from the device to the cookie sheet. This in turn passes the charge to anything on the tray, like the plastic bases. On each plastic bases we used some watered down white PVA glue, about a 50/50 mix of glue to water.

Well his demo went fabulously and all the strands hit the glue on end and when dried had the same feel as rubbing someone's head who just had a crew cut. So I was now thoroughly sold on this approach and eager to try it out on my bases. Well I learned that when the metal figures are on the bases it negatively affects the electrical pattern to an extent and while some does stand on end on the base, some does not and some as you will see below also gets attracted to the figures. No worries with the figures unless you have accidentally hit them with some glue. If you were careful you can just dust them off with a brush. See the pics below.



Here are some close ups of what they look like after apply the grass and before dusting them off.



Once you dust them off they look pretty good.



Overall I would recommend trying to flock your bases this way. It is a little extra effort but the results look better than clump or just lying the static grass flat onto glue. In the next session I will paint the base trim and add tufts. Here's a preview below.



My Blog is just starting up but drop me a line with any questions or what you would like to see in upcoming posts.

[HTTPS://BRENDGOL.COM/](https://brendgol.com/)

Arab Israeli War Gallery



My Blog



March 16, 2021

DULLCOAT OF HUEY COBRAS COMPLETE

I think they turned out well. This is the first time where I masked the windscreens before dull coating and I can say it was worth the effort. Next up is to paint the main rotors.

[Continue Reading](#)



March 15, 2021

DECALS AND MASKING CANOPIES ON THE HUEY COBRAS, B COMPANY 25TH

I made these up as B Company, 25th Aviation Battalion 25th Infantry Division, the Diamond-heads.

[Continue Reading](#)

ABOUT ME

I can't remember when I didn't play wargames. You can still find me at a local conventions playing in tourneys and trying to win best painted. Lately, I mostly spend my time painting, talking about tactics, the rule sets and about sailing with T-Dawg.

austria958@aol.com

Look for the HMGS sponsored events at:



May 27 - 30, 2021



June 4-5, 2021



September 16-19, 2021



October (TBD), 2021



October 22 - 24, 2021



October 21-24, 2021

We are legion!

A membership in HMGS-Midwest gives reciprocal benefits in all the HMGS Chapters



(East) <https://www.hmgs.org>



<https://www.hmgs-gl.org/>

HMGS MIDSOUTH CHAPTER

<https://hmgs-midsouth.org/>



<http://hmgs-south.com/index.html>



<http://www.hmgpsw.org/>



<http://www.nhmgs-citadel.com/>



Heart of America Historical Miniature Gaming Society

"Dedicated to the fact that we can't all just get along."

<http://www.hahmgs.org/>

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 2021.

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.

**ANSWERS TO THE CIVIL WAR
CROSSWORD PUZZLE**

ACROSS:

- 1 - Trefoil
- 2 - Texas
- 3 - Wofford
- 4 - Ellsworth
- 5 - Springfield
- 6 - Ketcham
- 7 - Shiloh
- 8 - Belle Isle
- 9 - Washington
- 10 - Ordnance
- 11 - Schwarzer Jager
- 12 - Oak Grove
- 13 - Berdan
- 14 - Dictator
- 15 - Sturgis
- 16 - Williams
- 17 - Virginia
- 18 - Spenser
- 19 - Blakely
- 21 - Lawton
- 22 - Henry
- 23 - Virginia
- 24 - Fremont

DOWN:

- 1 - Thomas
- 2 - Cleburne
- 3 - Barbette
- 4 - Manassas
- 5 - Meade
- 6 - Forrest
- 7 - Bucktails
- 8 - Jackson
- 9 - Welles
- 10 - Halleck
- 11 - Traveller
- 12 - Richmond
- 13 - Malvern Hill
- 14 - Mississippi
- 15 - Acorn
- 16 - Wheat
- 17 - Lance
- 18 - Ration
- 19 - Armstrong
- 20 - Butternut
- 21 - Crescent
- 22 - Minnesota
- 23 - Pinkerton
- 24 - Wallace

