



HMGS

HMGS-Midwest Newsletter

Little Wars AAR

Summer 2021

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The President's Postings

SITREP From "Six Actual"

by Kevin Cabai



I was thinking you did not need to see another picture of me. Instead in keeping with the newsletter's theme, here are some of your convention volunteers. They are the ones who made Little Wars possible, with their time and hard work. Thank you all again!

As Greeting Gamers,

So much as happened since our last newsletter. Let me start with our Flagship event. The 36th Little Wars convention, which was run in a Covid setting. The results exceeded all of our expectations. Our numbers for events, vendors, attendance approached our most optimistic projections. Also, important was an injection much needed income.

We also successfully conducted our first War Chest. This two-day flea market, gave us valuable insight for the future runnings (Complete report in the next newsletter)

We co-sponsored Air Con, and Pete has given us a full AAR later in the Newsletter. This up and coming con, will be back next year.

In conjunction with the Schnitzel Platz we sponsored, three monthly WWII Trivia Contests.

Finally we completed our Board of Director elections. Thanks to all the members who participated and gave us their "votes" of confidence. The BOD values your input, and help in making our organization even better going forward.

Legacy Program by

Jon Michal

HMGS-MW General Counsel

There was an excellent article in the January, 2021, issue of Miniatures Wargames by Conrad Kinch dealing with topics we never want to talk about, being unexpected tragedy and death. I think it is something we all need to consider as a lot of us are reaching, if we have not already done so, retirement age.

Have you any idea how many miniatures, terrain pieces, rules, boardgames, etc. you have? Have you created an inventory? What happens if your house burns down or floods? Do you just say “that’s life” and accept the loss of your years of collecting and painting? Unless you have your collection detailed and a rider attached to your homeowner’s or renter’s insurance, you will be out of luck.

But how can you determine your collection’s worth? Well, two fine gaming gentlemen by the names of Peter Riley and David Pead have created a Wargamer Collection Calculator. Check it out at collectioncalculator.com. This free web based tool allows you to “catalogue your collection and calculate the value” of your collection. Once you have a value, whether using this tool or paying someone to give you a written value, you will be able to insure your collection.

I do not know anyone who is immortal. I have lost good friends. One friend’s wife told us if we wanted his stuff we had to get it out of the house as soon

as possible or it was going in the garbage.

We had two days to carry out what we could. We were not able to remove everything. So, what can you do? You need to talk to your spouse if you have one, otherwise to your best friend and explain what you want done with your collection when you die. You really should have a will or trust which would include your instructions on who gets your stuff. Of course, you could downsize now by giving away or selling the things you are not using. So what to do with your stuff? We all have friends who collect what we have. Pass those items on to them. Know any younger gamers? Give the items to them to start them in new periods. Donate your stuff to HMGS-Midwest to help fund our hobby. Regardless of what you decide to do, you must do something or, who knows, your minis could all end up in the garbage!

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 day. 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.

Membership Report

by **Tom Kuczak**

HMGS-MW VP Membership

First off, we would like to begin by welcoming all our new members who have joined during our organization. Since Little Wars we have 20 new members, bringing the membership size to 272. We are always happy to be able to welcome new people and not just during Little Wars.

Please welcome:

Dennis Bulawa, Greg Gawron, Conrad Mastrud, Dennis Smith, Joe Abrisz, John Kinder, Jim McIntyre, Joseph Rossi, Richard Massi, Jeffery Hammerlund, Phillip Gurtler, Randy Porterm, Charlie Hogan, Brian Porter, Vince Sparrow, Tim Oleary, Brandon Davis, John Bobek, Joe Sarnicki, and Bill Burgess

We have a new system to be able to take in new members throughout the year and not just at HMGS events. Anyone who is interested in being a member and taking advantage of the benefits that come along with it, please visit

<https://hmgs-mw-membership-dues.cheddarup.com>

where you can pay for your membership and we will ship you your membership card. We are very excited to be able to implement this feature as it allows us to have a greater reach with everyone. Huge shout-out to CW, our treasurer, who introduced this idea.



2021 – Financial Performance –

3

- As of June 1, 2021, HMGS Midwest has cleaned out our storage locker and obtained free space to store the remaining assets. This has allowed us to terminate the storage contract which will save about \$1,000 per year in administrative costs.
- Additional donations have been received (thank you donors!) to help further our mission

Balance Sheet –

	12/31/2020	6/30/2021
Assets:		
Cash In Bank	\$34,694	\$46,170
Deposits - Future Conventions	\$6,000	\$0
Total Assets	\$41,298	\$46,170
Liabilities:		
	\$0	\$0
Total Liabilities	\$0	\$0
Net Assets	\$41,298	\$46,170

The financial position of HMGS Midwest remains 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.

Fixed administrative costs for HMGS Midwest are now expected to be approximately \$2,600 in 2021, requiring 260 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.

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

Merchandise Sales Help Support HMGS MW Initiatives

HMGS Midwest is always looking for new merchandise that our members might enjoy using while also representing their support of our great hobby. Anyone reading this has likely bought a t-shirt, some dice or other merchandise with the HMGS Midwest or Little Wars logo attached. These merchandise sales have a double benefit for all of us. As a service to the Society, we provide a chance to get a quality product representing HMGS Midwest in a bulk fashion, however, the proceeds of these sales also help to keep our net costs low so that we can deploy as much funding as possible into our conventions, events and communications with members.

In addition, HMGS Midwest has been fortunate to receive many donated figures and other hobby paraphernalia. HMGS Midwest can then sell these items at reasonable prices to members or other gamers to both give these items a happy home and to fund startup costs of new ideas and services for the Society. Another “win-win” proposition!

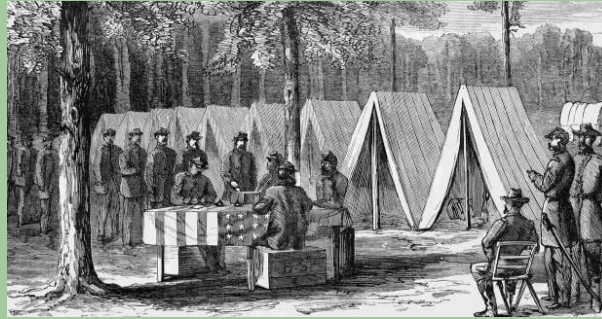
At Little Wars 2021 and the recent War Chest event, HMGS Midwest has received proceeds on the following merchandise sales:

Merchandise	Amount
T-Shirts (x40)	\$800
Little Wars 2021 Dice (x450)	\$450
Figures and other game supplies	Over \$1,800
	Over \$3,050



The goal of the Board is to be fiscally responsible for all of our events and administrative costs (website, paper supplies, insurance) in the short term and to build cash reserves for the long term (to be able to take advantage of an opportunity or to weather a calamity). Additionally, we need to invest in current technology and equipment that will continue to keep costs down and operate all of our activities as efficiently as possible. So let us know what additional merchandise you would be willing to purchase to further represent HMGS Midwest – and to support our future through other “win-win” strategies!

HMGS-Midwest Board Elections Results



After the postponement of the elections due to COVID-19, we officially have had the polls open to HMGS members to vote in an online system. We utilized Google Forms to collect the votes. The system allows us to authenticate the vote and ensure that unauthorized individuals are not voting as well as prevent any duplicates. Out of our 272 members, 73 casted their vote which is approximately 27%. While we understand that every candidate ran unopposed this term, we encourage that all members have their voice heard as a way of showing their support for the current board.

Below are the results of the election, a quick breakdown of the election totals:

President: Kevin Cabai

VP of Membership: Tom Kuczak

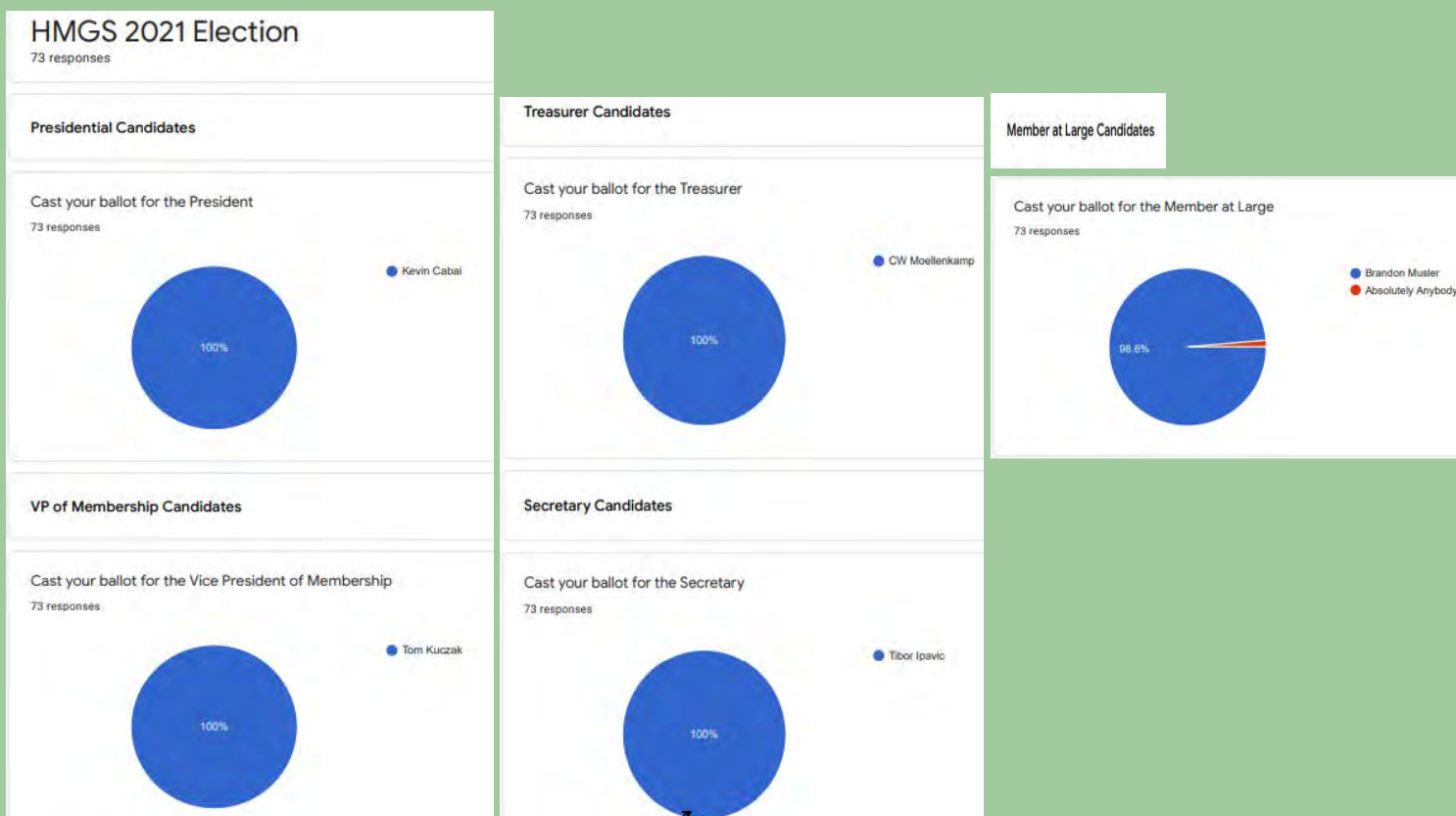
Treasurer: CW Moellenkamp

Secretary: Tibor Ipavic

Member at Large: Brandon Musler

The board greatly appreciates your support and looks forward to serving the community for another term. We will continue to strive put on the best conventions possible and grow the community of historical wargaming.

If you have any questions on how to become a member or would like more details on the election process please email me at tomkuczak@gmail.com.



In Memoriam

Thomas E. Hughes

1948-2021



HMGS-Midwest lost a family member last month. Tom Hughes passed away at 72 years young. You would have seen Tom unselfishly volunteering at Little Wars year after year. Behind the scenes as well at our SWAG Bag fulfillment events. Tom was a long term regular at the monthly HMGS Game Nights, and the Wednesday Night Miniature gaming group. His experiences varied as he was an active part of a number of RPG groups. A strong competitor he could be a difficult opponent. But after the game he displayed a grace and softness, that seems to have been forgotten. Tom and I, would often butt heads on the gaming table, but his kindness towards my wife, will be the way I will always remember him.

Tom, you have touched many of us over the years, and you will be sorely missed.

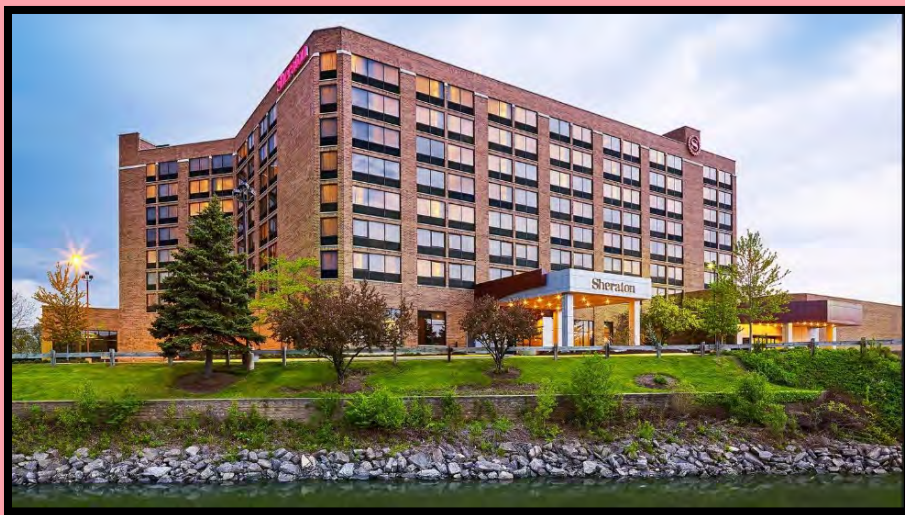


Little Wars

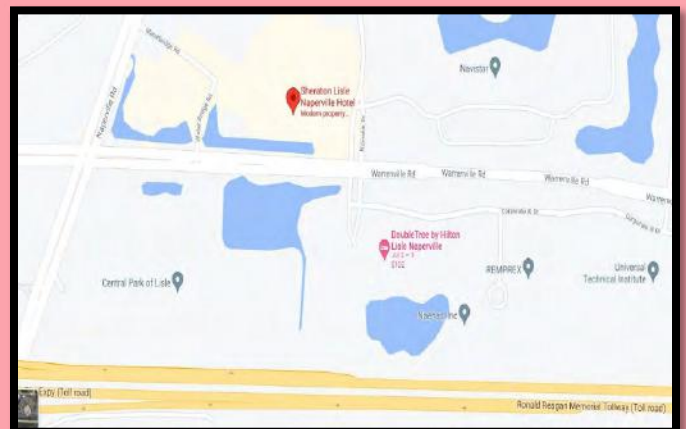
New Venue for Little Wars 2022!

April 21 – 24, 2022

Welcome To

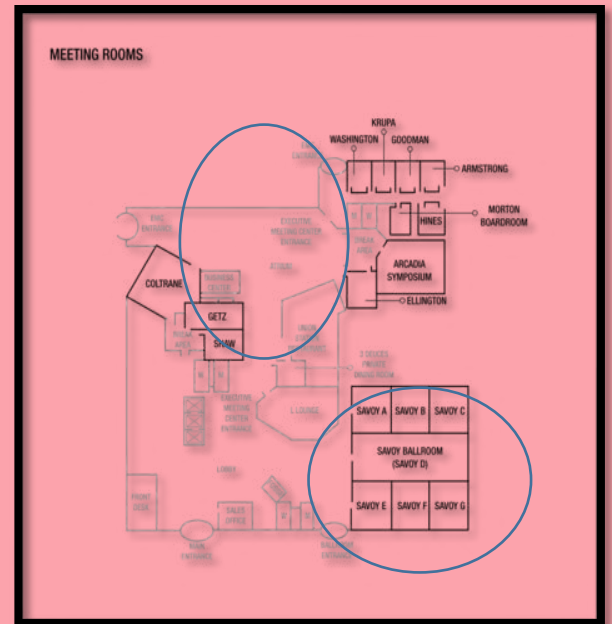


Little Wars 2022 will be held from Thursday, April 21 to Sunday April 24, 2022 at the Sheraton Lisle Naperville Hotel (a Marriott property). HMGS Midwest is excited to bring Little Wars to a new venue with new spaces to explore and great spots to enjoy the company of your wargaming friends.



The Sheraton Lisle Naperville hotel is conveniently located near the intersection of I-88 and Naperville road outside of Chicago. Parking is free and Little Wars will enjoy the use of virtually all of the space in the hotel that weekend including gaming in the Savoy Ballroom and the Atrium with our vendors also located throughout these spaces within easy shopping distance as well.

A room block is available for Little Wars attendees at \$99.00 per night. The Sheraton offers a full service bar and restaurant with easy access breakfast available onsite each morning. The Sheraton staff will also be ready to take your orders for lunch and dinner throughout the day right at your gaming table from a special LW 2022 menu designed just for us. Many other restaurants and food service offerings are available within driving distance for all appetites.



The lobby and the bar at the Sheraton provide comfortable seating with decent lighting for a quick pickup game or just to relax and enjoy a beverage or snack while talking about the day's adventures at the gaming tables. We are thrilled to work with the Sheraton Lisle Naperville to present Little Wars 2022 in an exciting new atmosphere! See you there!



Book your room now!

<https://www.marriott.com/event-reservations/reservation-link.mi?id=1623287721303&key=GRP&app=resvlink>



**We are now open for event submission and badge sales for
Autumn Wars.**

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

Located at Trinity International University 2065 Half Day Road Bannockburn, Illinois 60015 in Melton Hall, the Waybright Building

Gaming Schedule:

Friday
1:00 PM: Setup Games in Melton Hall
6:00 PM: First games begin
11:45 PM: End of Friday Games

Saturday
8:00 AM: Setup Games in Melton Hall
9:00 AM: First game session begins
2:00 PM: Second game session begins
7:00 PM: Third game session begins
11:45 PM: End of Autumn Wars

On Site Food Schedule:
9:30AM – 11:00AM: Breakfast in Hawkins Hall
11:00AM – 1:30PM: Brunch- Hawkins Hall
5:00PM – 6:00PM: Dinner

Over night stays 100 yards away at the La Quinta Hotel, rates at \$62.

[link](#)

Little Wars After Action Report



We are adding another Campaign Streamer to the HMGS-Midwest Flag, the convention by the numbers:

- Total attendance of 396, which was 25% greater than we were forecasting.
- We had 19 of the 20 Vendors successfully cross the prairies and make it to Chicago. Their wagons were considerably lighter on the way home, and they were very pleased by that.
- A net of 119 games were run, with only 6 cancellations, offset by 4 additional games. A lower percentage than normal times.
- Our Wounded Warrior Raffle reached \$1,300, which overshadowed our previous high of \$900.

Overall the turn-out and results were far better than what was projected This Littler Wars was about 60% of our peak operations. (2019 numbers Attendance-800, Vendors 32, Events 210) I would venture to say this bodes well for future cons. The words "Pent-up demand" never rang more true.

Thanks so much to the staff, GM's Gamers and Vendors for putting on a great con.

- ✓ Pictures and Links
- ✓ Theme/Game Table Awards
- ✓ Painting contest
- ✓ Wounded Warrior Raffle
- ✓ Todd Fisher Awards
- ✓ LW Medals
- ✓ Guest Of Honor-Mike Reese
- ✓ Bolt Action Tournament
- ✓ Sitrep Podcast

Some Sample Pictures and Links

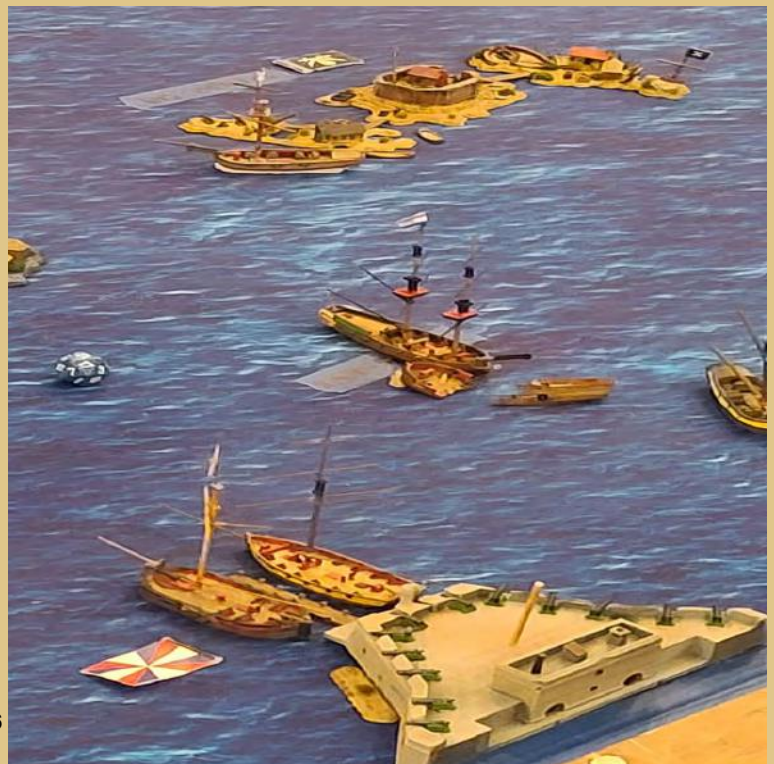
- Brendgols Blog <https://brendgol.com/f/little-wars-2021>
- Bill Daniel's Page <https://imgur.com/a/TBgt19y>
- Steve Fratt Facebook Pictures <https://www.facebook.com/HMGSMidwest>

(Please see other posts on the HMGS-Midwest page from May 5-14th)



















Little Wars Table Awards

1. Best Visual Presentation-The Duke Seifried Award

Duke Seifried was a recognized “force of nature” in the historical miniatures gaming hobby. HMGS-Midwest honors his legacy by naming the Best Visual Presentation of the Show at Little Wars the “Duke Siefried Award.”

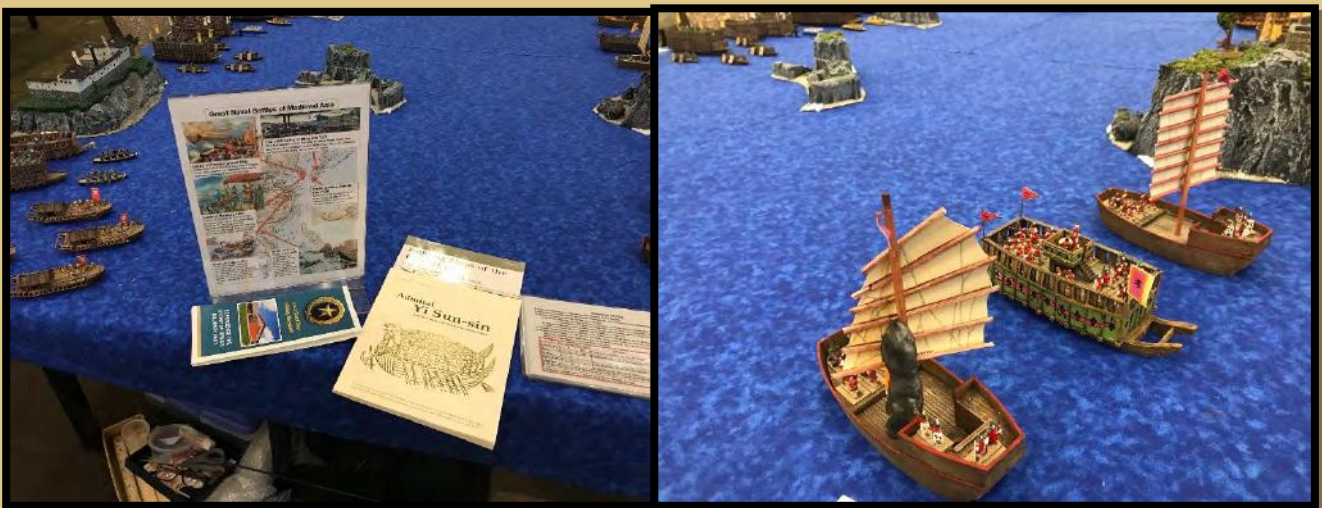
All attendees with a gaming Badge for the weekend or a single day may case a single vote for the single game they think is the “Best Visual Presentation.”

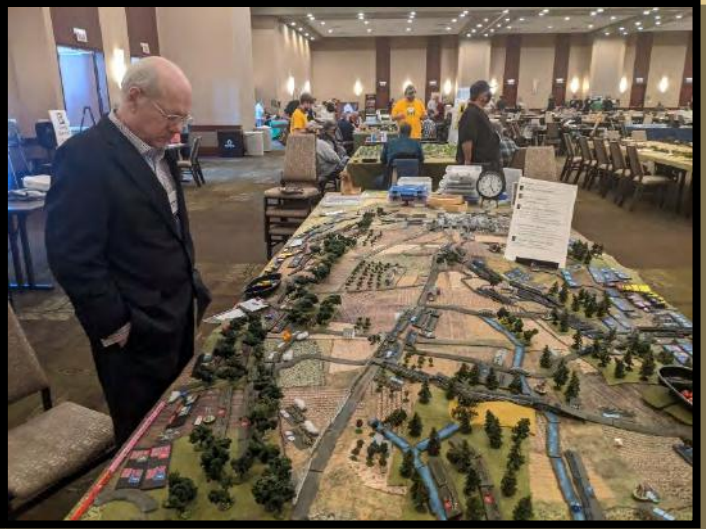


Tom Kuczak, Convention Director with First Place Winner Conrad Wiser.

“Up the Yangtze without a Paddle: Naval Battle of Caishi 1161”

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.





Tom with Second Place Winner Steve Fratt.

“Gettysburg the Second day.”

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.



Duke Seifried
1935-2018



2. The Theme Prize - “In the nick of time”

HMGS-Midwest Board of Directors and/or their representative[s] will evaluate theme games on how well the subject matter, execution and experience of the game reflect the theme.



Tom with First Place Winner Todd Kershner.

“Fort Phil Kearny Incident”

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.





Tom with Second Place Winner William Ryan

"Operation Motorman Falls Road, Belfast 1972"

British troops flood into Belfast to reclaim the Republican "no go areas" - sweeping for weapon caches.
The IRA must slip away or stand and fight.



Prizes for Judges at Little Wars

Of course all Judges deserve our thanks for the time and effort put into their wonderful offerings. However, we do offer these winners special prizes. Each receives a beautiful ribbons and valued merchandise generously supplied by our vendors. Thank you for a job well done!



LITTLE WARS 2021 PAINTING CONTEST RESULTS

by Jon Michal

I want to give a hearty congratulations to everyone who participated, in our annual Little Wars Painting Contest, and to all of those who voted. We could not do this without your hard work and support. This year we had a record amount of entries and hope to increase that to even more in the future.



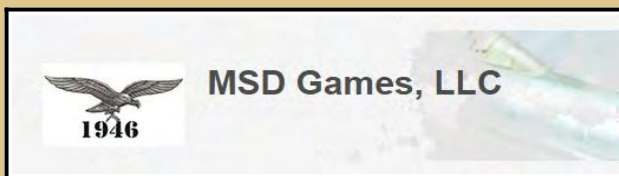
This year's winners.

I am sorry to say, that there were no entries in the Little General Award- Category. Please do not take this the wrong way, we are referring to age not size. We are hoping that with the return next year of our “Paint and Take” we will have more future gamers competing for great prizes.

The Board's gratitude goes out to Elrik's Hobbies, who was our main sponsor for this year's contest. A long time LW Vendor, they were exceedingly gracious and presented a great mix of prizes for the winners. Many of their products are geared towards the painter and their craft, and I know they will be put to good use by the winners.



Since this year's convention was "Little Wars-Lite" and a number of our other supporting vendors could not be present, they still helped our con and contest become a success. The contestants and the BOD, truly appreciate your assistance.



You may not realized it, but this was my first time at running the painting contest at Little Wars. I have learned much. For our Little Wars 2022 Painting Contest will have additional categories, and generate even more interest. On to the winners.

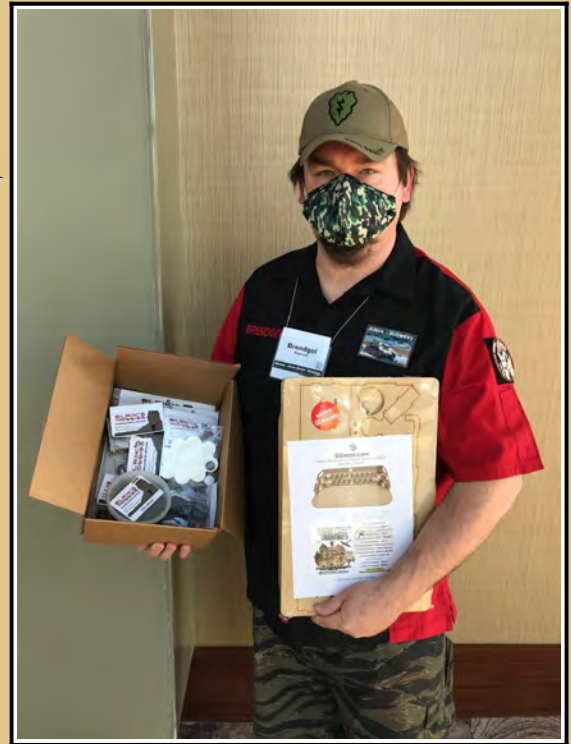
The categories, entries and winners (and their winnings):

Best of Show - *Xenomorph Queen* - Alex Gluck



**The Peoples' Choice Award
winners:- single figure, 25-28mm -
El Cid - Liam Beers**

The Peoples' Choice Award- unit, 20mm or under - *East German and Soviet air* - Brendgol Majewski



Runners Up:



Josh Lowere



Brian Carnes



Steve Rysemus



James Harness



Chris Geisert



Matt Adami

Did I mention this was my first time at running the painting contest? Next year, I will have pictures of these fine artists' works for you to enjoy as well. Thanks again.

Wounded Warrior Raffle – Little Wars 2021

by Tibor Ipavic



One of the lasting traditions the HMGS-MW Board of Directors has instituted, is the raffle to garnish funds towards the Wounded Warrior charity. Wounded Warrior and USO charity drives at Little Wars goes back a number of years. This years Wounded Warrior broke the record from the last Little Wars in 2019, in which we raised \$900, and was surpassed this year having achieved a very respectable \$1300 total! The HMGS-MW membership is to be graciously commended for their enthusiastic contributions to making it possible to collect this handsome amount, especially with an anticipated reduced attendance this year, towards a most worthy cause.

We should stop and reflect on the significance of, and humanitarian need this provides our crippled soldiers, especially as we have just celebrated our nations 245th birthday. Lest we forget, it is these sacrifices made by our nations military, especially those who gave the ultimate sacrifice, so that we can live our lives in prosperity and peace, and enjoy such mundane pleasures as our favorite pastime of historical gaming. The relationship of our chosen hobby cannot be overlooked in how it reflects towards representing historic military endeavours which, in many ways, pays homage to those who have gone before us on very real battlefields! Remember this, "*All gave some, some gave all*"! And, I salute all of you good samaritans who gave towards this noble cause to improve the lives of those veterans who suffered protecting our way of life.



Original illustrated print of "Kelly's Heroes" main charcters

This year the winning raffle ticket awarded an original illustrated print depicting that rag-tag group of G.I.'s in the ever popular 1970 movie, “Kelly's Heroes”, featuring an all-star cast; Clint Eastwood (*Kelly*), Donald Sutherland (*Oddball*), Telly Savalas (*Big Joe*), Don Rickles (*Crapgame*), Gavin MacLeod (*Moriarty*), Carroll O'Connor (*General Colt*), and that squinty eyed, blond German, Karl-Otto Alberty (*German tank cdr. as Karl-Otto Alberty*)! This was a truly unique find from an artist displaying his colorful art at the “Toy Soldier Show” in 2019.



In any event, the woman who ultimately won the print, Helen Beers, had a bit of a unique story to tell. When I sold her the ticket we got into a conversation and she mentioned how 2 years earlier, at the last Little Wars (2019) convention, she had missed the grand prize by just one number! And, we chuckled at what are the remote chances that she could possibly win this time, having been so close the last time?!? We were, like, that'll never happen! It was her granddaughter's birthday and Helen invited me to share in the cake that she had brought to the event.

Well, before the young man that we selected from the crowd of attendees, of about 10 years of age, pulled the final and winning ticket – we looked whimsically across to Helen and gave her a nodding look of, “wouldn't this be . . . just crazy if it happened”?!? And, she acknowledged my look similarly. Then, “lo and behold”, I freaked out when I read the number off with both of us were in disbelief, she excitedly waved her ticket as THE match! Needless to say, we were all flabbergasted! She was absolutely delighted and planned on presenting it to one of her younger relations, who would really appreciate it! We all had a good laugh and the sense of some incredible kind of fate had just occurred! It, surely, was a golden moment! Additionally, the secondary raffle prize was issued to Ken Mrozak Jr. who got a large selection of “Gale Force 9 – Battlefield in a Box” terrain items, generously donated among other products, from “Battlefront”! Because of all the generosity in the air we then drew 4 more tickets and awarded “Little Wars” t-shirts, just because we were all feeling the love!



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



Our Founder Todd Fisher presenting the award.

Jeff Hammerlund began wargaming at age 10 when he read a Chicago Tribune Sunday Magazine that had an article about playing a Napoleonic miniature game. He and his best friend Michael Velbel created their own set of rules for Rocco tanks and Airfix men. Michael's father was a Captain in the West German military stationed in their embassy in Chicago. The Captain and his friend the Commander of the Big Red One (1st Infantry Division) introduced the boys to Avalon Hill games. From the General to the International Federation of Wargamer Magazine Jeff continued to play miniatures.

He played with the Castle and Crusade Society in Lake Geneva as their only child member. Jeff played at Games Plus before it was in Mount Prospect, and frequented Franks Barber Shop in Crystal Lake for Avalon Hill games and to buy Airfix Miniatures. He attended Gen Con 2, and game days at Triton College. Jeff has been a constant feature at their Charity Auction for over 30 years.

During High School he formed the Crown High School Game Club. During College he play tested for Game Designer's Workshop and Mayfair Games. He has Freelanced for YSR, and represented several game company's as an attorney.

For HMGS, Jeff served on the Board first as Newsletter Editor bringing back the Newsletter after a 2 year absence, then as Secretary, and finally as Vice President and Little Wars Show Manager. He wrote the HMGS Midwest and HMGS National Bylaws, and served on the Board for 15 years. Jeff is still actively involved with Little Wars. Taking it a little easier, he is here working as a volunteer, still helping to make our convention great.

The Posthumous Service Award - Duke Seifried



Close friends of Duke, Scott Hansen and Brian Beale accept the award

Duke was a well-known artist, designer, sculptor, painter, diorama maker, model builder, product developer, game designer, writer, public speaker, musician, music arranger, entrepreneur and gamemaster. With his spectacular demonstration and participation games being regular ‘star attractions’ at Conventions across America including Origins, Historicon, Gencon, and Little Wars. Duke is perhaps the greatest showman of our time for miniature adventure games, a term he coined to describe his games as extravaganzas and inter-active museum displays you can play on. Playing in an Uncle Duke game was considered the highlight of a convention for many attendees.

Duke came to the fore in the hobby as the driving force behind several firms in the early pioneering days, namely Der Kriegspielers, Custom Cast and Heritage U.S.A., and he joined friends at TSR (Dungeons & Dragons) during their heyday!

Our “Uncle Duke” has been a consistent and honored guest at almost every Little Wars. Always open to new gamers, his extravagant set ups have had a special appeal to the younger set. His approachable demeanor set the stage for countless discussions and ideas for making everyone’s hobby experience better. With his unbelievable track record for creating “mega games” he has a Little Wars Award named for him. It goes to the best looking game at the convention and has been an inspiration for gamers to aspire to.

It is only fitting that the first Posthumous Todd Fisher Award be bestowed on our own “Uncle Duke”.



Medals earned at Little Wars

By Vince Onoroto



We have had a long tradition to include a round “HMGS-Legion of Honor” medal in every GM support bag that we give out. (Also included are cookies and brownies for ssustenance). At the GM’s discretion the award goes to whomever in their game, is outstanding. Now we do not have any hard and fast rules, but we encourage the prize goes to where it is most effective. It can go to the winner, or the person who overcomes the most adversity, or perhaps the youngest General. The tradition continues on as we see many previous award winners proudly displaying their prowess from older cons.

The second award is given to those intrepid GM’s who have run three or more events at the con. Running a single game is always a major efoort, but to run three (or more) requires Herculean strength. Often times they forfeit their own chances to play in games and and are hard pressed to do some shopping let alone grab a normal meal. To these few, our fabled few, we present the cross shaped “HMGS-Order of Valor” Valor? You may say. Yes, after 3 days of explaining rules, answering questions, handling comments and some criticisms from their players it is well earned. Thank you!



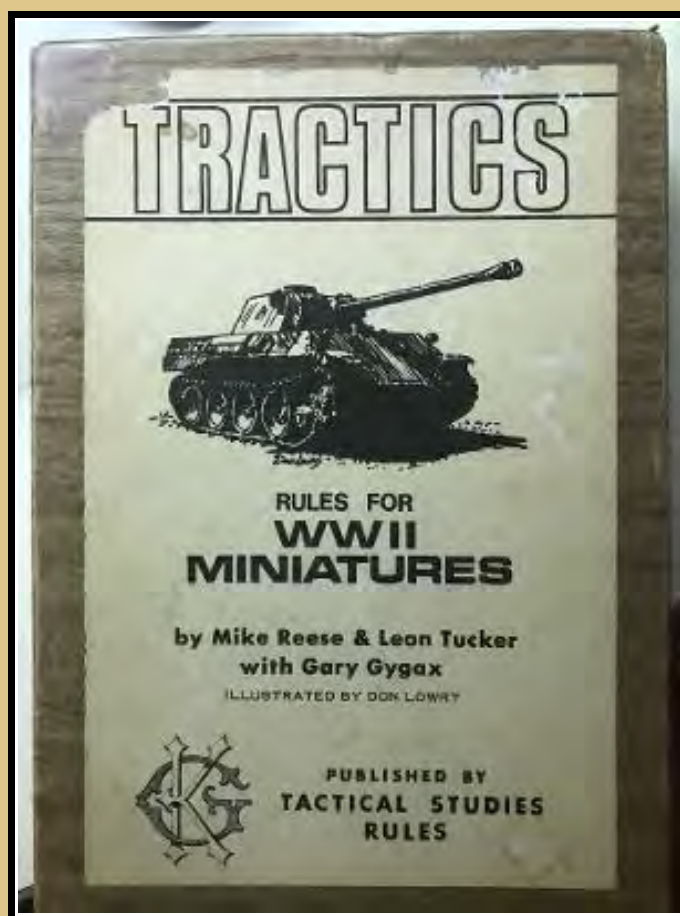
George Henion and Ray Runge accpting their awards.

TRACTICS REDUX - Little Wars Guest of Honor – Mike Reese “Battle of Kosin, Ukraine 1941”

by Tibor Ipavic

Little Wars 2021 was an achievement that we were all pleased turned out a success, despite all the outside national obstacles arrayed against conducting a convention of this magnitude. One of the key components was providing an interesting personality as a “Guest of Honor” to the convention. Our HMGS-MW President, Kevin Cabai, came up a brainchild suggestion that he directed me to spearhead. He knew my fascination with the hallmark and ground-breaking tank game from 1971, known as “TRACTICS”!

TRACTICS was primarily a World War II tank game, but also included post-war armor conflicts that could be gamed-up to the time of the games release period – with accurate data for most of the vehicles involved through 2nd generation AFV's. It was a complex game, not for the faint of heart, that accurately depicted the real-world physics of tank fighting. It was a major release from Tactical Studies Rules (TSR), the company famous for the introduction of “Dungeons & Dragons”! It was authored by Mike Reese, and co-authored by Leon Tucker, and none other than Gary Gygax!



My copy of the original 2nd printing (circa 1975)

So, we invited Mike Reese as Guest of Honor, a former US Army tanker, who was stationed in West Germany, back in the '70's. Mike and Bill Owen are revising the ruleset and will be releasing it very soon. The website is “combatrules.com”. They have already re-released the initial and simplified rules called “Fast Rules”, which is currently available on the website.

Here is a write-up of Mike Reese's biography.

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 work 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 Gygax, 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."

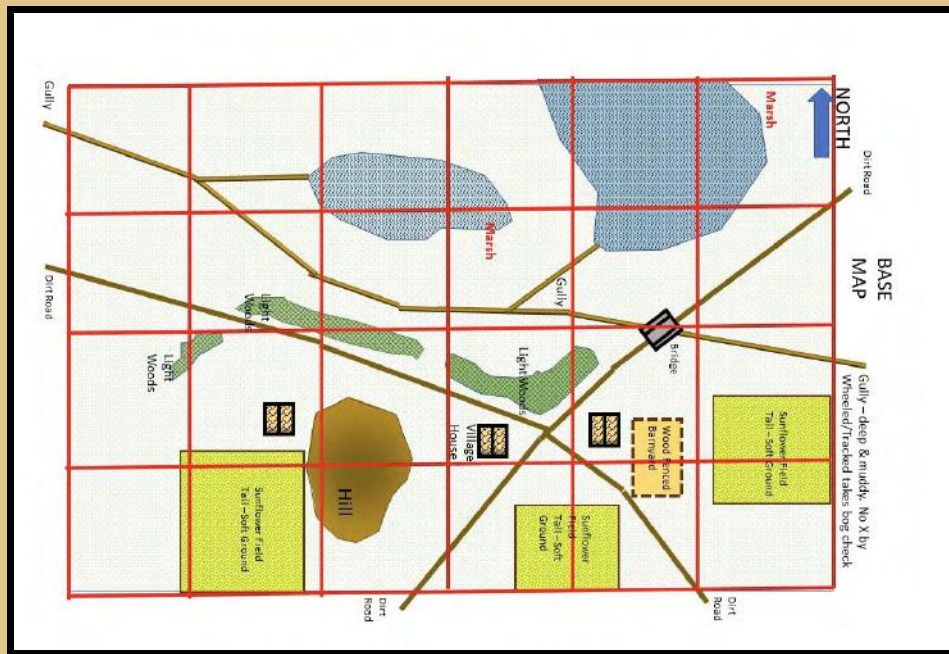
Following graduation in 1971, he started writing TRACTICS using Gary's guidelines and provided the draft to him in April. Just in time, because In May 1971, he was inducted into the army. After graduation from Armored Cavalry Training at Ft. Knox, Ky. he dashed over to GEN CON that August. While on leave 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 GM-ing 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 ran a couple of armor games. This was a must see.



Mike Reese (on left) and his son Ben

HMGS-MW had me arrange and provide for Mike to run his games at the convention. We arranged for an ample-sized table and all the scenery required as per his map layout. He was scheduled to run his game once on Friday, and once on Saturday of the convention. He actually ran another game, a favorite of his, called "Arc of Fire" on Friday, and then on Saturday ran his signature game, TRACTICS v.2! I participated in that game to experience it with the author running it, for the first time.



Kosin, Ukraine – the table was actually set on a 10' long x 5' wide table

It was a dynamic action battle with lots of tactical movement, well-representing that of authentic tank warfare. Mike was accompanied by his son, Ben, who was instrumental in moving the game along smoothly. It was a pleasure to be part of the event and assist to promote his new revised game.



The main trunk road running the length of the table – the river and swamps can be seen along the background

The battle conducted was an historical battle that took place on the Russian Front. Two days after the surprise German invasion of the Soviet Union, known as Operation Barbarossa, on June 24, 1941, 1700 hrs., units of the Soviet 37th Tank Division defending the area near the town of Kosin in the Ukraine, are attacked by elements of the German 11th Panzer Division! The Germans assaulted the Russians with an Armored Grenadier platoon and an understrength tank company. The Soviets defended the town with three(3) Soviet tank companies with some infantry support. What ensued was a little-known but vicious tank skirmish that marks the beginning of the massive German onslaught of the Russian nation.



**The crossroads and bridge in the background – N.E. Corner of the table.
German panzers securing the center of the battlefield.**

The battle began with the German force starting at the west side of the map (left side, see map) and had to get at least a single unit off the eastern edge of the table, 10' away! Quite a daunting task as the Germans were outnumbered, so only the most aggressive and audacious action would have any chance of success. The German forces were broken down into three approach columns. One would hug the north portion of the map along the river and swamps, another diversionary force moving down the road to pin the Soviets in place while, and hopefully, the southern column would act as a flanking element to make a run for and bypass the concentration of the Russians in the center and those coming from the North over the bridge. The Russians possessed some very powerful KV-1 tanks.



**KV-1 knocked out allowing two tank platoons to bypass the main battle taking place in the background and off screen to the left of the image.
Smoke rounds dropped to the right to blind the Soviet units that could attack the Germans from behind.**

The German right flank column had to first clear a large hilltop (see map) of some Soviet armor and anti-tank units. Through coordinated attacks, with the Russian hilltop units remained largely unsupported as the center and left attack columns sufficiently kept the main body of Soviets at bay and engaged. Meanwhile, the Russian units atop the hill were either driven off or eliminated. Then, having successfully demolished opposition along the German east flank they proceeded to make a dash for the far end of the table. Simultaneously, effective suppressing fire and blinding smoke missions enabled the German right flank to make it to the end of the table! The game was called as the time was up! Had the game gone one more turn the units would have easily made it off the table as they were less than 12" from exiting. However, the gamemaster (Reese) determined that it was a "marginal victory" for the Germans!



Michael Reese – TRACTICS author

In the final analysis the game was well-run and quite exciting! Our plan for the Germans to run the gauntlet worked perfectly despite some mistakes and setbacks.

We all look forward to the revised release of TRACTICS – it'll be interesting to see what streamlined changes will have been made. Look for it becoming available soon.



German forces having driven Soviet forces off of the hilltop resulted in 4 to 5 Russian tanks being destroyed (off screen foreground) and in the field below the hill, where a T-34/76 can be seen blazing away. Russian troops can be seen fleeing into the wheat/sunflower field to the right of the frame!

Bolt Action AAR-by Jon Russell



De-Escalation Tournament
Friday, April 30th



A mighty gathering of Bolt Action Personnel occurred during the fantastic event known to all as LITTLE WARS this past April/May. A variety of interesting missions and terrain did not stop all the participants from having a GRAND time. To see for yourself check out these photos!



When the dust settled the winner was Jack with his German Army. CONGRATS to Jack and all the players who made this event as fun as it could be. We look forward to seeing these players and a bunch more new ones next year at Little Wars 2022!

Thanks to the great crew at Warlord, that sponsored a Bolt Action Tournament. With cons this year few and far between this was is a great opportunity for you to get your favorite army back on the gaming table.

SITREP Was Live at Little Wars!



The good folks at the SITREP podcast

<https://www.facebook.com/SitrepPodcast/>

Marty, Chris and Bill dropped by LITTLE WARS to serve up their unique blend of historical miniatures interviews, insight, and news coverage along with a big dollop of humor. Their initial impressions of the first miniatures convention they had attended since 2019 are recorded here in a pastiche format



https://www.podbean.com/media/share/pb-nie8x-1024429?utm_campaign=au_share_ep&utm_medium=dlink&utm_source=au_share

Next Marty did a deep dive into Steve Fratt's massive 6mm brigade level game on Gettysburg. Professor Fratt, who is known for rolling his own rules, explained the genesis and mechanics of this latest set which covers Napoleonic and ACW warfare.

<https://www.facebook.com/SitrepPodcast/videos/913543989378937>

The SITREP crew were so impressed with all they found in Lombard, they returned Saturday for a 2nd bite of the apple with a feature interview of John Russell of WarLord Games who was sporting a nifty sporran and kilt.

<https://www.facebook.com/SitrepPodcast/videos/1945755262241005>

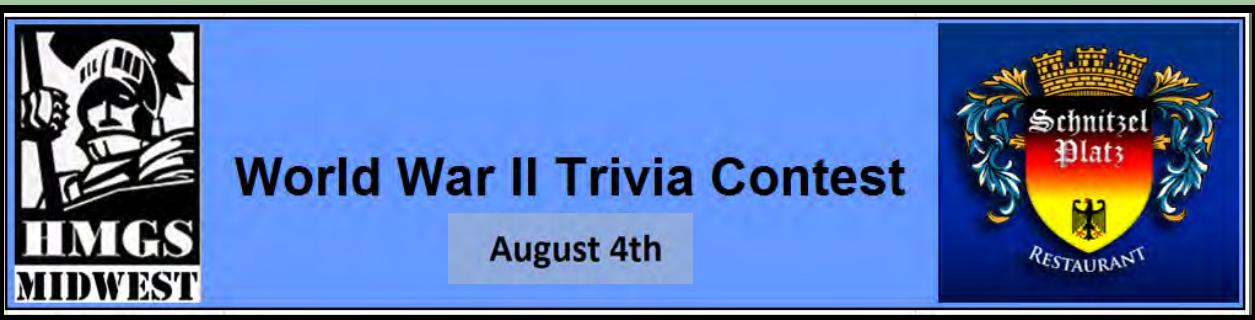


After explaining why kilts are reserved for Saturdays John also opened his kimono to reveal why WarLord chose to pioneer a 13.5mm mini scale...among other things like news on Blood Red Skies and Cruel Seas.

<https://www.facebook.com/SitrepPodcast/videos/1945755262241005>

But even that wasn't enough for Marty who also attended the HMGS Midwest annual member's meeting on Sunday. Though this may be his first notice, Marty diligence was rewarded on Monday when he was drafted (*in absentia*) as sergeant-at-arms for HMGS Midwest (*ad infinitum*).





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.

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The Missile Men of North Vietnam

A look at the air war waged from the ground

By David Freed AIR & SPACE MAGAZINE

DECEMBER 2014



Surrounding an SA-2 on its launcher, North Vietnamese missileers rally against an intimidating foe. Despite diminished effectiveness by the end of the war, the missiles and crews are still celebrated in Vietnam for protecting major cities against American air raids. (National Museum of the USAF)

What does it feel like to push a button, launch a surface-to-air missile, and blow a B-52 bomber out of the sky? Ask Nguyen Van Phiet. As a young North Vietnamese military officer, his SA-2 rockets were credited with downing four of the giant Boeing Stratofortresses during U.S. raids on and around Hanoi in December 1972.



**B-52 Stratofortress in Vietnam
3-color camouflage**

More than 40 years later, sitting in his comfortable Hanoi rowhouse, the wizened, soft-spoken Phiet, 76, a retired lieutenant general and former deputy commander of Vietnam's air defense force, shows little emotion when recalling those deadly days. "The Americans were disturbing our freedom," he says

in Vietnamese as we sip tea from delicate china cups at his dining room table. “I was fulfilling my responsibility to the nation.”

Among the many weapons in North Vietnam’s anti-aircraft arsenal, few were more feared than the type of missiles Phiet commanded: the Russian-built S-75 Dvina (the SA-2 “Guideline,” in NATO parlance). U.S. combat crews likened the two-stage, 35-foot-long SA-2 to a flying telephone pole. The 5,000-pound missile had an effective range of about 21 miles, streaking toward its target at more than four times the speed of sound, up to an altitude of 90,000 feet to deliver a 430-pound fragmentation warhead that could shred anything within its nearly 300-yard maximum blast radius.

In 1960, an SA-2 brought down Francis Gary Powers’ U-2 reconnaissance aircraft over the Soviet Union. Seven years later, an SA-2 knocked the right wing off of John McCain’s carrier-based A-4 Skyhawk, forcing McCain to eject and parachute, badly injured, into Hanoi’s Trúc Bach Lake, where he was fished from the water and taken prisoner. And it was the SA-2 that delivered what the Vietnamese today regard as their greatest aerial triumph: the destruction of more than a dozen B-52s during the so-called Christmas bombings of 1972. A gleaming museum in Hanoi celebrates the achievement; its name, the B-52 Victory Museum.

Time, vegetation, and urban development have erased virtually any trace of the mobile SA-2 sites that once ringed Hanoi and made its airspace among the most heavily defended in the world, but examples of the missiles themselves aren’t hard to find in the Vietnamese capital. On the grounds of military museums in what was once called North Vietnam, they stand like the statues of Greek gods. As an American, seeing the weapons that shot down so many U.S. airmen was jarring, if not a little unnerving.



U-2 Spy Plane

Nguyen Van Pheit joined the North Vietnamese military in 1960. Five years later, as a young lieutenant, he was sent to the Soviet Union along with about 1,000 of his countrymen for SA-2 training. For nine months, they studied and drilled 14 hours a day, seven days a week, learning enough Russian that many became conversant with their instructors. The Soviets regularly served them bacon. Used to a Vietnamese diet rich in rice and vegetables, Phiet initially found the meat unappetizing, but he

eventually got used to it. The culmination of his training was launching SA-2s at two unmanned aircraft. Phiet and his crew nailed both of the targets and toasted their hits with champagne.



**Soviet-built SAM-2 “Guideline” anti-aircraft missiles
launching from outside of Hanoi, North Vietnam**

After graduating from missile school, Phiet was deployed to Hoa Binh Province, southwest of Hanoi, to work on the city’s outer ring of air defense. Like the other SA-2s deployed to defend the North, the six missiles assigned to Phiet were arrayed in a rough circle on mobile, truck-towed launchers, with each missile positioned about a mile from its control and support vehicles.

A typical SA-2 battery relied on a truck-mounted Spoon Rest acquisition radar unit, which provided target location data to a rudimentary computer, and Fan Song guidance radar, which aided in missile guidance as well as target acquisition. To operate each SA-2, a minimum of five primary crewmen, in addition to maintenance and other support personnel, were required: three radar operators, one controller, and a battery commander.

On the afternoon of October 22, 1966, with his Soviet advisers looking on, Phiet received a report from headquarters in Hanoi that approximately two dozen U.S. warplanes were inbound from Thailand. When the formation was within about 37 miles of his position, says Phiet, he ordered his radar operators to turn on their scopes, then reported back to his superiors that he’d electronically acquired the enemy formation. He was instructed to fire one missile when ready. His SA-2 roared off its launch rail. Though he was confident in his training and abilities, Phiet says he was nonetheless surprised when it hit its intended target, a U.S. Air Force F-105 Thunderchief.

U.S. records show that no F-105s were lost on that day over North Vietnam. The day before, however, a “Thud” assigned to the 469th Tactical Fighter Squadron, based in Thailand, was seen exploding in a fireball on a bombing mission south of Hanoi. The pilot, Captain David J. Earl of Dallas, Texas, was initially reported missing in action. Twenty years later, his remains were located.



Formation of F-105D “Thuds” flying a “Wild Weasel” mission to take out SAM missile and radar positions

“The whole aircraft exploded,” Phiet remembers, gazing placidly into space.”

Like other SA-2 crewmen, Phiet and his soldiers rarely got a day off or were granted leave. When they weren’t on alert, they dozed inside their trucks or slept on the ground outside. The army supplied them with rice and other rations, which were often augmented with fresh meat and produce that North Vietnamese civilians living nearby provided.

The life of a missileer was grueling, often tedious, and occasionally terrifying, but retired Colonel Nguyen Dinh Kien, 67, a former SA-2 fire control officer, says that he and his comrades had it relatively easy compared to the thousands of North Vietnamese soldiers sent south to fight. Those troops were often gone for years, says Kien, and many never returned.

Kien was a college student studying agricultural engineering in 1965 when he joined the North Vietnamese army and spent four months training on the SA-2 before being assigned to a missile battalion south of Hanoi. Soviet technical advisers came by once a month, he says, to make sure everything was working properly and to answer questions, of which there was never any shortage. With its solid-fuel booster and liquid-fuel second stage, the SA-2 was a complex weapon requiring regular maintenance, as did each battery’s radar systems. Kien recalls that the Soviets told the crewmen that each SA-2 cost the equivalent of about \$100,000—more than \$700,000 today.

On February 28, 1968, Kien got his first taste of real combat. After tracking a U.S. Navy A-6 Intruder for 12 miles, he launched two SA-2s. Both missed. The Intruder had used “annoying signals” to blur his crew’s radar, he says. He and his crew then waited what seemed like hours for the Intruder to counterattack. “I was afraid the entire time to be hit by the enemy,” he remembers, but the A-6 crew never attacked.



Grumman A-6 Intruder

Ralph Wetterhahn is a retired Air Force colonel (and *Air & Space* magazine contributor) who flew F-4C Phantoms on 180 missions over North Vietnam in three combat tours. Later, he flew Navy A-7E Corsairs. By 1966, he says, the jets were being outfitted with radar homing and warning receivers, known to air crews as “RHAW gear.” An antenna mounted atop the aircraft’s tail sensed the search and tracking modes of the radar used to guide SA-2s. The information was displayed on a small cockpit scope that looked like a bullseye with three concentric rings. When enemy radar swept the airplane, a strobe would appear on the scope indicating the aircraft’s bearing and its distance from the radar site. A “three ringer” meant that the site was dangerously close. At launch, a different signal was received and a red launch light came on, accompanied by a tone in the pilot’s headset. There were also strobes for the radars that controlled 57-mm and 85-mm anti-aircraft guns.

“At times over Hanoi,” Wetterhahn recalls, “the scope would be alive with strobes, and the headset chirped like mad.”

Eventually, Phantoms were outfitted with QRC-160 wing pods designed to jam SAM radars. The units were largely effective, but occasionally broke down.

As U.S. electronic countermeasures improved, along with more effective evasive techniques—American pilots learned to outmaneuver the SA-2 by diving toward it, then pulling up sharply after the missile turned to track them—it became increasingly challenging for North Vietnamese gunners to fire effectively without drawing counter-fire. Of particular concern was the Americans’ AGM-78 anti-radiation missile.

Fired from F-4G and F-105G “Wild Weasel” aircraft outside the effective range of SA-2 radars, the highly maneuverable AGM-78 missile, which was capable of turning 180 degrees after being launched, could home in on North Vietnamese radar units even after they ceased emitting.

Phiet says that to reduce their exposure, he and his fellow officers would play a cat-and-mouse game, keeping their radars on until an inbound warplane was about 25 miles away. They would then turn off the radar, calculating the aircraft’s speed, distance, and last plotted direction until the aircraft was little more than a mile away. The SA-2 launcher, which was reusable, could be swiftly rotated a full 360 degrees. Crews would then turn on the guidance radar and attack.



F-4E Phantom II fighter/bomber

The missile launchers were wheeled, allowing them to be relocated quickly. SAM crews could, in fact, pack up an entire site—usually made up of six missiles—in about four hours, but Phiet says their carefully camouflaged locations shifted only when it was believed the missiles had been spotted by U.S. surveillance aircraft.

Phiet says that over the course of the war he launched 89 SA-2s from various locations around Hanoi. He reports hitting 21 aircraft, including the F-105 that was his first kill, the four B-52s he was credited with shooting down in December 1972, an F-4E Phantom, and one propeller-driven, AD-6 Skyraider. His marksmanship could not be readily confirmed. However, if his claims are true, they would be nothing short of remarkable, considering that any SA-2 finding its mark was relatively rare, U.S. war records show.

As the war dragged on, SA-2 launches increased from a monthly average of about 30 in 1965 to 220 in 1967-1968, while the weapon's effectiveness declined precipitously. According to Kenneth P. Werrell's *Archie, Flack, AAA, and SAM: A Short Operational History of Ground-Based Air Defense*, downing one U.S. aircraft in 1965 took nearly 18 SAM launches. By 1968, the number was 107.

Phiet says that batteries to which he was assigned were directly attacked 10 times; the worst assault happened on September 4, 1972, when both Phiet and Kien, who by then had joined Phiet's battery, fired at and missed an inbound F-4. The Americans, in turn, launched an AGM-78, killing a 22-year-old soldier, whose heart, Kien says, was pierced by shrapnel as he sat in a radar truck. Phiet was hit in the back and spent a month in a hospital.

"The hardest part was the next day," says Kien. "The dead man's wife came to visit him and didn't know he'd been killed. We lied and told her he'd been called away temporarily."

North Vietnamese missile veterans like Kien and Phiet aren't particularly anxious to talk to an American journalist. Officials at Hanoi's Foreign Press Center wanted \$1,000 to set up interviews for this story. Fortunately, I'd made the acquaintance of Dan Cherry, a retired U.S. Air Force brigadier general who counts among his friends a former MiG-21 pilot, Nguyen Hong My, whom Cherry shot down during the war (see "My Enemy, My Friend," Apr./May 2009). Hong My is acquainted with a prominent Vietnamese journalist who, in turn, introduced me to Phiet. The general persuaded Kien to meet with me.

It's easy to forget amid Hanoi's bustle and thriving capitalism that Vietnam remains an authoritarian communist state. The government's tight control of its message became clear when I went to visit

another former SA-2 crewman, Ngo Xuan Chien, at the tiny, windowless apartment he shares with his wife down a dark, dank passageway, just off the city's fashionable Bà Triệu Street.

I'd met the wisply bearded Chien, 74, while touring the Vietnam People's Air Force Museum in Hanoi with Hong My and his British-educated nephew, Duc, who'd volunteered to be my interpreter. Chien, with his three-year-old grandson in tow and garbed in a shirt festooned with war medals, approached us as we stood near an SA-2 and said he too was visiting the museum for the first time. When Duc informed him that I was a writer from the United States, he smiled and shook hands vigorously. Chien had been a middle-school instructor teaching Vietnamese literature before joining the North Vietnamese army in 1964 and being assigned to an SA-2 battery. His job was to maintain the missiles and help prepare them for launch.

"We knew exactly when and from where the American aircraft approached," he said proudly, "and we were prepared." Chien told me his military service ended when he suffered a debilitating head wound during a 1970 B-52 strike. These days, he lives on a monthly government pension equivalent to about \$140—slightly less than the pension his wife, a retired teacher, receives.

Chien had asked me to deliver some photos I'd taken of him and his grandson that day at the museum. When I arrived at his home a week or so later, his demeanor had changed radically. Gone was his warm smile, replaced by a palpable edginess. He'd been instructed by local authorities, he said, to tell me nothing more. He directed me to the B-52 Victory Museum for any questions on missile operations during the war.



B-52 bombing North Vietnam during Operation Linebacker II

The Victory Museum, its main entrance flanked by a brace of camouflaged SA-2s, houses a hodgepodge of war-related photos and memorabilia, much of which has little to do with B-52s. The surrounding grounds afford a vast collection of artifacts that are significantly more on point. They tell the story of Hanoi's attempt to defend itself using principally SA-2s against what U.S. military planners code-named Operation Linebacker II and what the Vietnamese refer to today as "Dien Bien Phu in the air"—comparing it to their decisive defeat of colonial French ground forces in 1954.

After peace talks stalled, the Nixon administration had ordered raids on Hanoi and Haiphong Harbor to the north. It was hoped that by unprecedented, concentrated bombing, North Vietnam would be forced to return to the bargaining table and negotiate an end to U.S. involvement in the war. More than 200 Strategic Air Command B-52s based on Guam and in Thailand were given the job, along with hundreds

of supporting Air Force, Navy, and Marine warplanes whose crews jammed radar and attacked anti-aircraft gun positions.

For Phiet and his SA-2 crews, the start of the bombing campaign brought plenty of anxiety. “We all feared the B-52 at first because the U.S. said it was invincible,” he says. “But after the first night, we knew the B-52 could be destroyed just like any other aircraft. The U.S. said they wanted to bomb Vietnam back to the Stone Age. This was a mistake. You cannot use power to destroy the will of the people.”

If American military planners erred in choreographing the 11-night bombing campaign, author Phil Chinnery wrote in *Air War in Vietnam*, it was at the outset, when bombers were assigned routes and altitudes that varied little from one wave to the next. The B-52s flew above 30,000 feet and attacked in-trail, with a mile or more between each airplane. As a result, SA-2 crews were able to plot the B-52s’ movements without having to turn on their radars, launching salvos of missiles in the general direction of the bomber stream with virtual impunity. In all, according to Chinnery, the North Vietnamese fired 1,242 missiles. Fifteen B-52s were destroyed (the North Vietnamese claim to have shot down 34), resulting in the deaths of 43 airmen. Another 49 Americans were captured. Vietnamese officials reported more than 1,600 civilians killed as a result of the bombings and some 2,000 homes destroyed.

Despite the casualties, many historians believe that Linebacker II was strategically successful. Damage to North Vietnam’s rail system, petroleum reserves, and electrical power production was extensive. Perhaps more significantly, the B-52 strikes had depleted Hanoi’s stock of SA-2s. With few missiles left to defend itself from high-altitude bombardment, North Vietnam within weeks negotiated a settlement that soon led to the end of U.S. involvement in South Vietnam.

One poignant reminder of that violent period can be seen today in tiny Huu Tiep Lake, northwest of downtown Hanoi. There, jutting prominently from water thick with green algae, rests a large piece of the landing gear from a B-52 felled by an SA-2 on the night of December 27, 1972.

Nguyen Hoai Giang, 34, who runs the B-52 Café across the street from the lake and whose father served as a pilot in the war, is well-versed in what that night was like. Plummeting wreckage from the stricken bomber killed four neighborhood residents in their beds, she says, and narrowly missed an ancient Buddhist pagoda, which still stands a block away.

“Times change,” I tell Giang as she serves me iced coffee on her café’s patio. “America and Vietnam are no longer enemies. Why not remove the wreckage from the lake?”

“It is important to save the image of war,” she replies in halting English, choosing her words carefully, “so that people do not forget.”

About a mile from the lake, outside the Vietnam Military History Museum, an SA-2 on a rusting launcher points skyward, a testament to a clash of arms and ideologies that ended before most of Vietnam’s 93 million citizens were even born. I watch on a warm autumn afternoon as a young father tries without success to get his rambunctious son and daughter to stand still so he can snap their photo in front of the missile. I’m reminded of Phiet’s response to a question I’d asked him when we’d met, about how significant a role he believed the SA-2 played in the outcome of the war. “The equipment was important,” Phiet told me, “but humans will always be more important.”

Where missiles once roared, the skies above Hanoi on this day are a tranquil, hazy blue. Standing outside the museum, I try to imagine what it all must have sounded like: the shriek of rockets, the terrible cacophony of exploding bombs, and falling warplanes. All I can hear, though, is the raucous laughter of children.



GAMES PLUS "FALL" AUCTION – AUGUST 18th – 22nd

What's a GAMES PLUS AUCTION?

The Games Plus Auction is a twice-a-year event held in the Spring and Fall.

*Normally, we'd have the Fall Auction in October, but this year, due to numerous scheduling shenanigans brought on by you-know-what, we're having it in **AUGUST** this year.*

This August's event will be our 73rd auction here at Games Plus!!

The Games Plus Auction is a great opportunity for you to find a new home for games, books, miniatures, etc. that you are not playing with anymore. You set the minimum price; we auction it off for you. You get 100% in store credit for what the item sells for. It's a good way to recycle your unwanted gaming items back into the community, and get some store credit for some of the newer games and hobby items you've been wanting.

The way it works is pretty simple. Starting **JULY 20th, 2021**, we'll start handing out SELLER NUMBERS, instructions and Seller Sheets. You fill out the sheet, and put post-it notes on the items you want to sell.

We'll have PDFs of the Seller Sheets, and you can get all the needed paperwork and your Seller Number here at Games Plus, or online by sending an email to auctioninfo@games-plus.com.

Starting **Friday, August 6th**, we'll start taking Seller's items in. We'll take items until close of business **Tuesday, August 17th**. So, once you have all your items tagged and noted on the Seller Sheet, you bring your items down to Games Plus during the 6th and 17th.

Starting on **August 18th, until the 22nd**, we'll be running the Auction. We sell your items to the highest bidder. See what items will go on which day on the other side of this flyer.

**PLEASE NOTE: WE HAVE ADDED A DAY
AND HAVE SWITCHED SOME CATEGORIES TO DIFFERENT DAYS.**

After the Auction we organize what did not sell, tally numbers, etc. and on **Friday, August 27th**, we'll have your **Auction Credit Certificate** and any items that did not sell ready for you. We ask that you please pick up your unsold items by the end of September. That's it!

And for the folks that just want to get some excellent gaming toys, the Auction is a great way to find games and hobby treasures at a great price. Maybe you can find that game you've been looking for? There's always a few surprise items that come up in the Auction.

We look forward to seeing everyone at the Auction!

(Oh, by the way, 2022 is going to be our 40th Anniversary. We're making plans...)

QUESTIONS? Want email updates? Send us a email: auctioninfo@games-plus.com

SEE OUR WEBPAGE AT WWW.GAMES-PLUS.COM AND OUR FACEBOOK EVENTS FOR MORE INFORMATION.



GAMES PLUS "FALL" AUCTION – AUGUST 18th – 22nd

Heya Gamers, Auction Fans, and Culture Lovers. We have an update for our "Games Plus Fall Auction" in August. (Our 73rd Auction, BTW!) Here are the dates and times...

- **JULY 20th. Tuesday.** Auction Paperwork / Seller IDs available. You may get your Seller ID and Paperwork in-store or online. Online request email: auctioninfo@games-plus.com.
- **AUGUST 6th. Friday.** Auction Take-In Begins.
- **AUGUST 17th. Tuesday.** Auction Take-In Ends.

PLEASE NOTE: WE HAVE ADDED A DAY AND HAVE SWITCHED SOME CATEGORIES TO DIFFERENT DAYS.

August 18th. Wednesday. 7:00 pm. Tradeable / Collectibles' Auction.

MTG, Pokemon, Flesh & Blood and other Collectible Card Games. Also, collectible miniatures, such as blind-buy D&D minis and Heroclix. Typically, games with varying rarity.

August 19th. Thursday. 7:00 pm. Historical Games Auction.

Historical board games, magazine games, etc. Conflict simulation games typically published by the wargaming industry: Avalon Hill, Colombia games, Decision, DVG, MMP, etc. [Some sci-fi "wargame titles" might also pop up.]

August 20th. Friday. 6:30 pm. Role-Playing Games Auction.

Role-playing game books, mats, dice and accessories specifically geared for table-top RPGs.

August 21st. Saturday. 10:00 am. Board Games Auction.

'Non-conflict simulation' boxed board and card games: euro and family games (Catan, Tsuro), card games (Dominion), Living Card Games (Arkham Horror, Marvel Champions). Games from Asmodee, CMON, Rio Grande, Renegade, STM, Z-Man, and many, many more.

August 22. Sunday. 9:30* am. Miniatures Auction.

Miniatures of all types (historical, sci-fi, fantasy), manufacturers (GW, Mantic, CMON, FFG) and eras. As well as other miniature oriented items: terrain, rules set, hobby materials, etc.

**** From 9:30 am to 11:00 am we will auction HISTORICAL MINIS ONLY. After this time slot, anything and everything will be up for auction.***

- **AUGUST 27. Friday.** Auction Credits and Unsold Item Return begins.
- **SEPTEMBER 24.** Last day of Auction Seller's Unsold Items Pickup.

QUESTIONS? Want email updates? Send us a email: auctioninfo@games-plus.com

SEE OUR WEBPAGE AT WWW.GAMES-PLUS.COM AND OUR FACEBOOK EVENTS FOR MORE INFORMATION.

Gaming the American Revolution – Ranking the Games We Have Played – 2020 Edition

Reprinted with Permission from The Players' Aid blog

Link to Website: <https://theplayersaid.com/>



Date: July 3, 2020 Author: Grant14 Comments

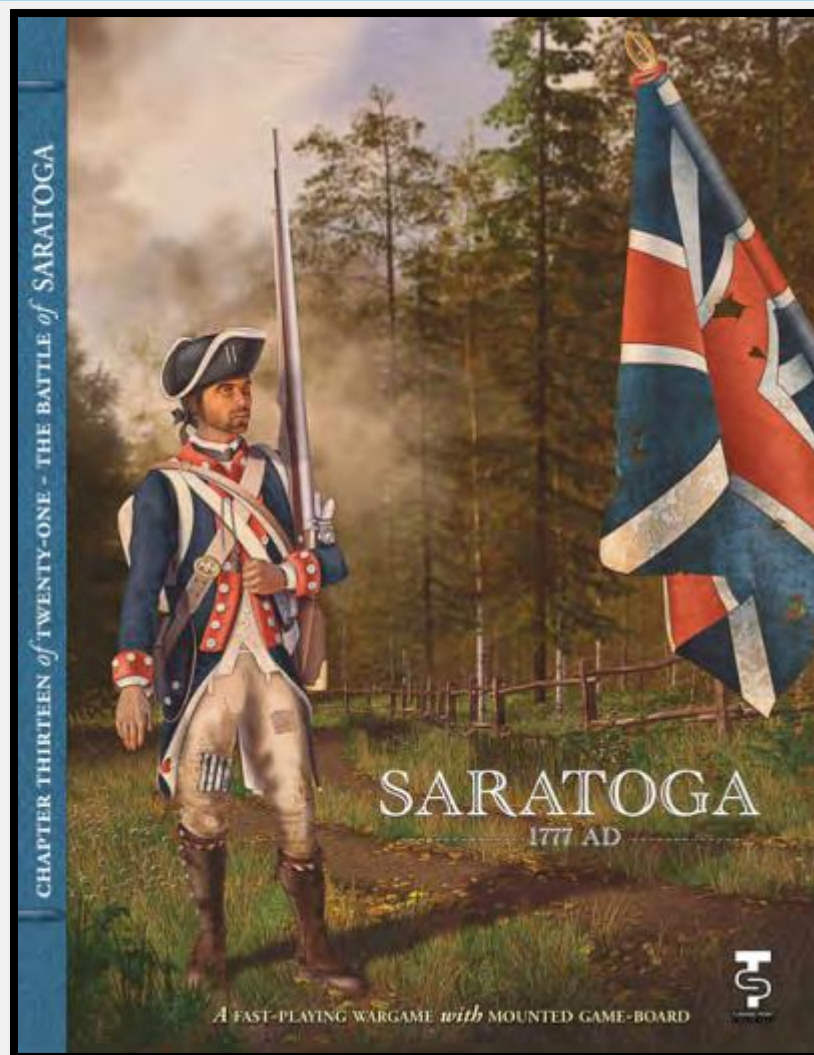
PART 1 – (WILL BE CONTINUED IN THE FALL 2021 HMGS MIDWEST NEWSLETTER)

This post is a day earlier than we posted it last year but early Happy Independence Day to every one of our readers! As you may know, I really enjoy the history of the American Revolutionary War. I have read dozens of histories on the subject, with my favorite being Robert Leckie's *George Washington's War: The Saga of the American Revolution*, and it never ceases to amaze me how a group of ragtag rebels were able to best an entire global Empire in open rebellion. The reason for that was the patriots resolve and their ability to run away when outmatched to fight another day when they had a better advantage.

Last year, [we posted the inaugural look](#) at the games we have played dealing with the American Revolution and since that post we have played 5 new games to add into the list including *Campaigns of 1777* from Decision Games (found in Strategy & Tactics Magazine Issue #316), *Freeman's Farm 1777* from Worthington Publishing, *Commands and Colors: Tricorne* from Compass Games, *Don't Tread on Me: The American Revolution Solitaire Board Game* from White Dog Games and *Table Battles* from Hollandspiele but just The Battle of Brooklyn Heights Scenario.

In this post, I wanted to share with you some of our gaming experience with these wargames focused on the American Revolutionary War. We haven't played all of the games on the subject, not even close, but we have played enough that we have a good cross section of the different takes on the situation and types of games to give you some insight into what we liked and didn't like so much. I will be honest, I tend to gravitate more toward the Operational or Strategic level of games on this subject as they tend to deal with more of the issues central to the conflict such as support for the rebellion, supply, sea travel, courting allies, traitorous cabals (looking at you Thomas Conway), and wintering armies.

*In this year's edition, we will insert the new games we played into the list but mark their titles with RED ink to differentiate and then also state how many slots the other games moved up or moved back.



12. *Saratoga 1777 AD* from Turning Point Simulations

***Moved Down 5 Slots**

The game that brings up the rear in this ranking of Revolutionary War games we played doesn't equate to the game not being interesting or a good representation of the American Revolutionary War period. The game deals well with the issues present during this era but is more of a tactical game than a game of the entire sweeping front of the struggle up and down the 13 Colonies. *Saratoga 1777 AD* is a medium weight wargame that is designed to play fairly quickly and provide some very interesting tactical choices. There were two parts of the game that I particularly liked, that felt really appropriate for a game covering the Revolutionary War revolving around Command and Control and Unit Morale.

First off, was the Command-Control aspect of the units. The first thing each player does at the beginning of their Command Phase is to check whether their Formation Commanders are in Command Span of their units. Most commanders have a Command Span of 2, which means that they can control units up to 2 hexes away from their location, not counting their own hex. This element is thematically spot on as communication was limited. If units are caught Out-of-Command, they will have an Out-of-Command marker placed on them and will be unable to activate that turn. Due to problems with terrain, the noise and fury of battle and lack of any formal communications system such as radios, Command Radius is an aspect that must be represented in any pre-modern wargame and *Saratoga* does a bang up job of accomplishing this thematic element.



The Commander in Charge units also have an Activation Rating that shows the number of Formation Commanders that the C in C can activate. As an example, the main leader for the British General Burgoyne has a 3, which simply means he can activate 3 different Formation Commanders, who in turn have their own Command Span and can activate units that comprise their formation. This is a great part of the game as the C in C has to be positioned so as to maximize the number of units they can activate and move each round. This is very problematic for the attacking British as they only have 1 C in C unit who has to move from side to side of the board during combat in order to activate units so that they can move into position to attack the Patriots. This slow and plodding movement felt very appropriate, albeit frustrating, especially taking into consideration such aspects as terrain, small one lane country dirt roads, narrow bridges and dense and thick forests.



The 2nd element that I thought was very well done was the Morale Table. Anytime a unit is flipped or destroyed (due to the accumulation of 2 Step Loss markers), they must make a morale check by rolling 2d6 and then checking against their current morale on the Morale Table pictured below. If they roll over the morale, they fail and become a Broken formation and must immediately Retreat one space away from the enemy. This then provides the attacker a free attack on the retreating units with adjacent phasing units, which is devastating.

I really enjoyed the makeup of the Morale Table as it takes into account the quality of the troops making the check. For example, if you look at the above picture, you will notice the British side starts higher and reduces a little more slowly than the Patriot side. This is

reflective of the fact that the British troops were seasoned, battle hardened veterans who were professional soldiers as opposed to the relatively poorly trained raw Patriot forces.

Overall, this one is a good tactical entry into your experience with the Revolutionary War. The game is fairly inexpensive, looks great on the table and plays fairly quickly. The game includes two scenarios; Freeman's Farm (September 19, 1777) and the Battle of Bemis Heights (October 7, 1777) so you will get two different setups with two very different challenges for both sides. We wrote a full and in depth [review of this game](#) as well as a few Action Points to describe the action ([Action Point 1](#) & [Action Point 2](#)). Finally, we also scored an [interview with the designer Robert Markham](#) that gave some good insight into the game.

For more information on the game, please visit the game page on the Turning Point Simulations website: <https://www.turningpointsimulations.com/Details.cfm?ProdID=13&category=1>



11. *1775: Rebellion* from Academy Games

***Moved Down 5 Slots**

I have played all three of the *Birth of America Series* Games from Academy Games including *1754: Conquest – The French and Indian War*, *1812: The Invasion of Canada* and *1775: Rebellion* and all use a similar system of card play to activate units and perform actions. The game is a dudes on a map deal where players are trying to control key areas and cities. I really like this series as you can play it perfectly well with 2 players but it also allows for up to 4 players which involves some table talk and strategizing, which I really enjoy. *1775* is an introductory wargame designed so that families can play together, to learn about the history of the American Revolution, and that Geognards can also enjoy as a light war game.

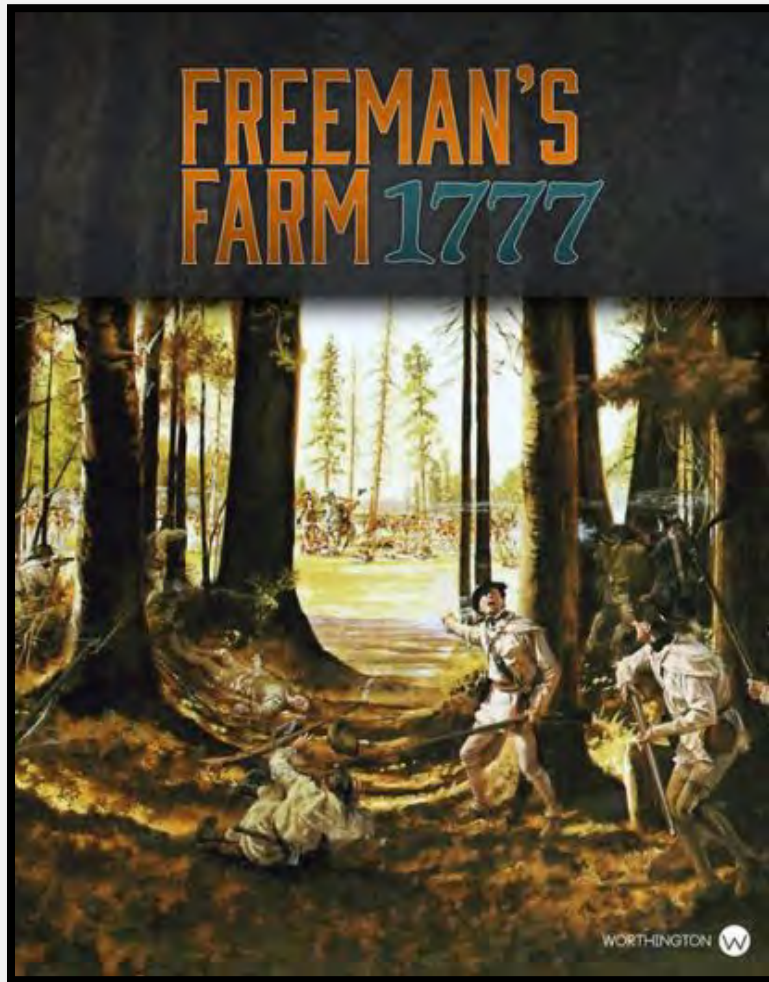


Each of the factions has their own specific color coded dice and cards that have done a good job of representing their strengths and weakness (those Patriot Militia flee often but come right back during the reinforcement phase). I enjoy these asymmetrical player powers. Their abilities create great decision making opportunities during all rounds of play. Players will have to make decisions on the fly as they decide how best to play their cards, what units to use in combats and where to assign hits. The combat system is simple but really done well to show the historic aspects of the opposing sides and give each side their own flavor.

The card play is very well done and requires some planning. You won't be able to move all of the troops that you want to or might need in a certain battle so you have to be aware of what is in your hand prior to your turn. The really cool element to the management of your cards is that you will have the one Truce card for each of your factions, which must be used wisely, as it can lead to the end of the game when you don't necessarily want it to end. You see, once an alliance has played all of their factions' Truce cards, the game will end at the end of that turn. Remember, you may have to play a Truce card from your hand if it is the only Movement card that you drew so you must be careful.

Overall I have really enjoyed *1775: Rebellion* as I have all of the *Birth of America Series* games, the game play is quick and fun, the components are beautiful and add color to the conflict to bring the game to life, and the game length is just right. The downsides are that there is a certain amount of luck as the dice can be fickle and bad card draws may keep the more strategy minded heavy wargamers away but even they can enjoy the gaming experience.

For more information on the game, please visit the game page on the Academy Games website: <https://www.academygames.com/pages/1775>



10. *Freeman's Farm 1777* from Worthington Publishing

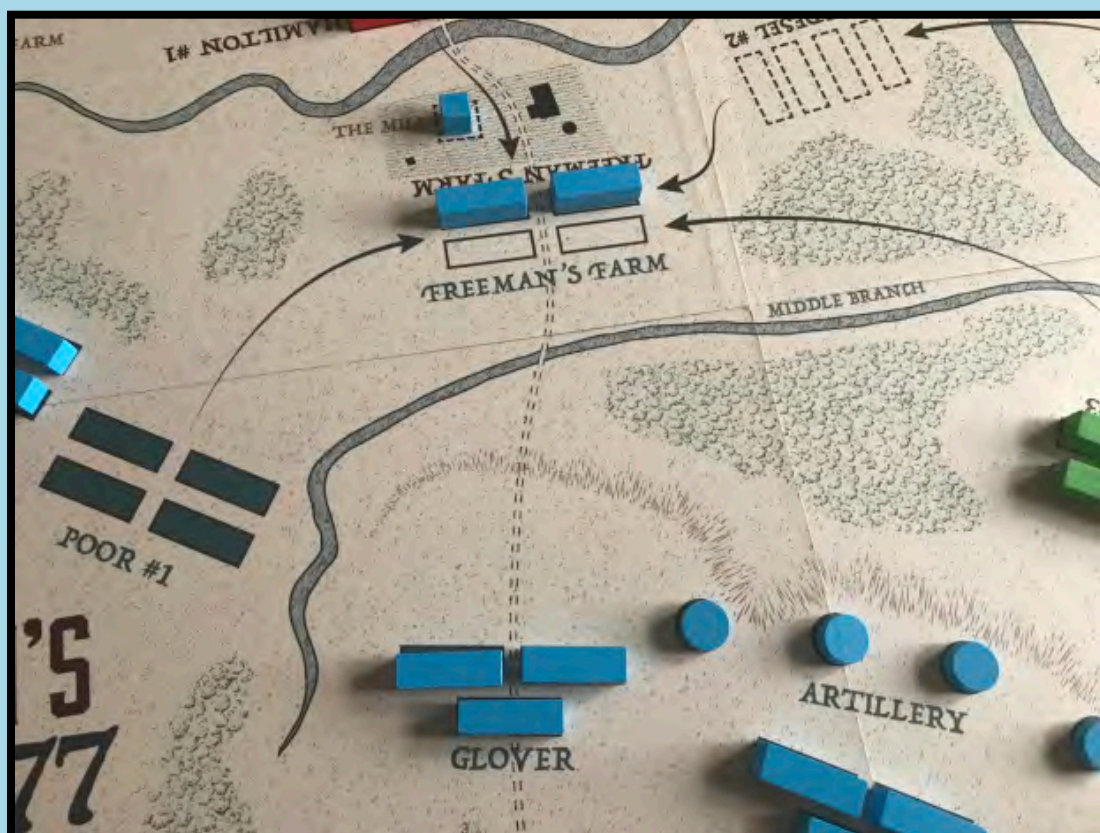
Freeman's Farm 1777 is the first in a new Battle Formations Game Series that are designed for both solitaire and two players.

The focus of this new system is on the individual formations that appeared on the battlefield and places the players in the role of commander to make decisions about which formations to activate and how to use those formations to position themselves to attack the enemy. The key to these decisions is the morale of those formations as each command utilizes one of their levels of morale and if pushed too far, through attacking or being attacked, the formation will be forced to take a morale test to see if it will break.

There are a couple of things that I really liked about this one as I felt it told the story of the style of fighting of the time and incorporated some elements that were very important. This series has centered the focus on formations and how they can interact with each other on the battlefield. It simply looks at how the relative positioning of the formations opens up opportunities for attack or provides advantages or disadvantages to one side or the other. If you are above an enemy formation on high ground or have a superior firing angle on a

formation in battle, shouldn't you gain an advantage? And furthermore, if you are relatively inexperienced green forces and are facing the smoking gun barrels of your enemy's cannons, don't you think that your attempts to return fire will be less effective than if firing with hardened troops from cover? This spatial element is a major inclusion in the design and really feels right and makes your choices as commander that much more difficult as you decide how to activate your troops to take advantage of the situation. I really have enjoyed this spatial relationship during my plays of the game and think that the approach is very novel.

The other element that I really enjoyed was the concept of morale. The design has the player controlling several different Formation Cards that represent their troops on the battlefield and each has their own set of actions they are able to take. The key for these Formation Cards is that each time they are activated through the play of the corresponding Activation Card they have to pay for this activation. The payment comes in the form of paying 1 point of Morale from the Morale Track by moving the cube marker down one space. The formation may also lose Morale as they attack and are attacked throughout the game. The moment that a formation's morale reaches 5 on the Morale Track they have to conduct a Morale Test to see if they will break and leave the field. This Morale Test is conducted by rolling a single d6 with any modifiers from Tactics Cards that the player controls and then comparing that result to the current Morale of the formation (i.e. where the Morale marker is currently on the Morale Track). If the die roll is higher than the marker location, the formation has failed the test and becomes broken. If the roll is equal to or less than the marker location, the formation passes the test and remains on the battlefield. Each successive reduction in the Morale of that formation will trigger another test which will be harder and harder to pass as the number decreases. Soldiers spend their strength and will to fight in each skirmish and as they are pushed more and more, and in the face of losses, reach a point where their will to fight is gone and they break. I like how the design dealt with this issue and it feels right.

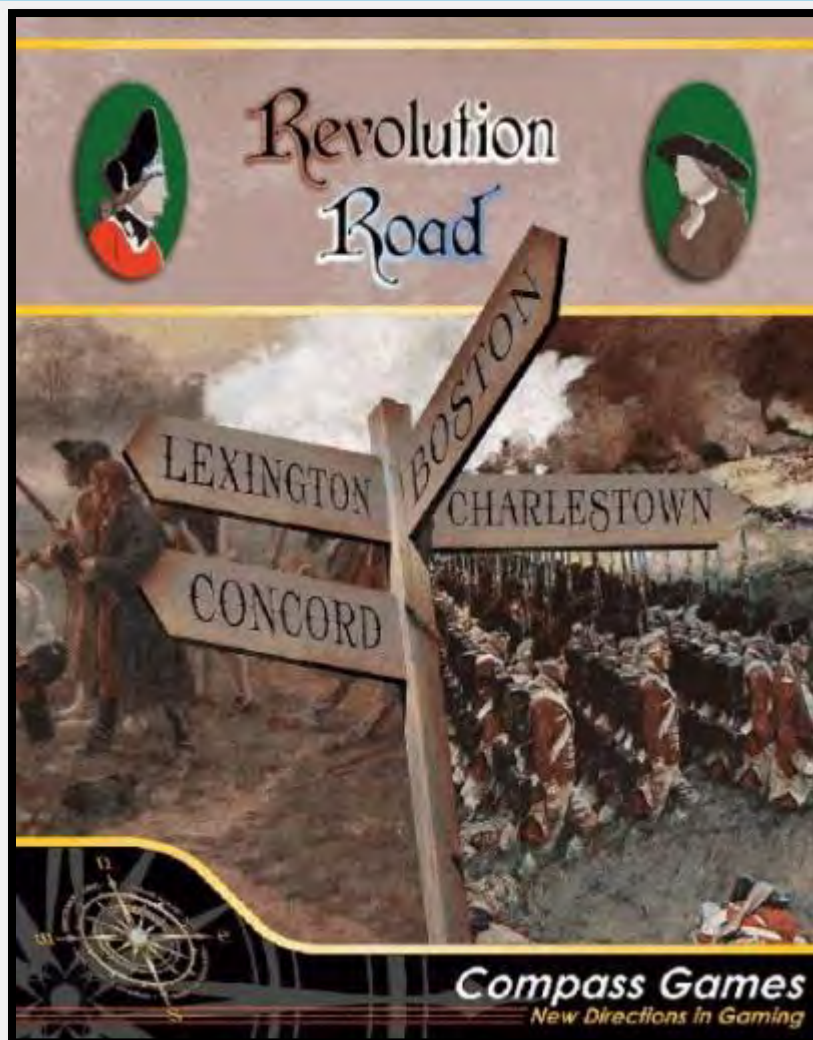


The game also uses wooden cubes, disks and sticks to mark formations on the board and it looks like those pictures in text books showing the location of troops during these historical battles. This was a nice thematic touch for me and helped me to get into the mind set of a Revolutionary War battle.

I wrote a series of Action Point posts covering the various aspects of the game. In [Action Point 1](#), we looked at the very interesting board that represents the locations and roles of both sides' formations as well as their relative positions on the battlefield. In [Action Point 2](#), we examined the Formation Cards and how the Activation Cards are used to command each as well as how Morale Tests work and effect the game. In [Action Point 3](#), we looked at the economy of the Momentum Cubes and how they are used to purchase the all important Tactics Cards. In [Action Point 4](#), which is the final entry in the series, we will take a look at several examples of combat and discuss the way the dice are used.

You can check out our [video review](#) for our overall thoughts about the game.

For more information on the game, please visit the game page on the Worthington Publishing website: <https://www.worthingtonpublishing.com/collection/freemans-farm-1777>



9. *Revolution Road* from Compass Games

***Moved Down 4 Slots**

Remember I said that I liked games on the subject that delve into all of the aspects of the campaign...well, this one doesn't cover all of them but it definitely takes a look at some of the major issues. *Revolution Road* is actually two games in one including *From Boston to Concord* and *Bunker Hill*. I have not had a chance to play *Bunker Hill* yet but really enjoyed *From Boston to Concord*.

From Boston to Concord from Compass Games allows players to simulate the events of April 19, 1775 and the events leading up to the famous "shot heard round the world!". The British player commanding the forces of Lt. Col. Smith are tasked with reaching Concord and finding illegal arms cache spread throughout the countryside while also seeking to capture the prominent rebel leaders Samuel Adams and John Hancock.

The Patriot player must simply hinder the British from reaching Concord and harass them along their trip by using ambush and sniping to take out their forces. The Patriots will also send out Nightriders to raise the alarm ahead of the advancing British calling to arms area minutemen and militia to form and impede the British in their goal.

The game is card assisted and is played as players draw one card to determine their number of activation points for each round and then go about spending those points to take various actions designed to help each side meet their victory conditions.

Revolution Road: From Boston to Concord is such a fascinating game and really depicts the two sides very well in this literal David versus Goliath clash. I love how each side is assymetric and can win in very different ways. I also really like how it focuses on various issues outside of combat such as recruiting, capture of key rebellion leaders, and the differences in both sides' combat style.

I wrote a series of Action Points last year covering the various actions that each side can take to accomplish their goals. [Action Point 1](#) takes a look at how the Rebels raise units and escape capture, [Action Point 2](#) looks at the British actions Search and Hinder, [Action Point 3](#) delves into the bushwhacking tactics of the Patriots in Ambush and Snipe and in [Action Point 4](#) we looked at the mechanics of combat, including the Attack, Assault and the very powerful Charge action for the British.

We still haven't played the *Bunker Hill* game but it is on our list as it simply looks fantastic. You can check out our [unboxing video](#) to get a look at the components and our [video review](#) for our overall thoughts. You can also read our [designer interview with John Poniske and Bill Morgal](#) to get better insight into the design.

For more information on the game, please visit the game page on the Compass Games website: <https://www.compassgames.com/revolution-road.html>



8. *Don't Tread on Me: The American Revolution Solitaire Board Game* from White Dog Games

I bought this game earlier this year before the quarantine hit and have been able to play it twice, once just kind of pushing the counters around to learn, and the second time to a disastrous outcome.

Don't Tread On Me is a very interesting strategic-level solitaire simulation of the American Revolution from White Dog Games designed by one of my favorite solo game designers R. Ben Madison. You wouldn't think that this game would have made this list as you as the player are controlling the British side along with American Loyalist forces against the A.I. forces of George Washington and the Continental Congress.

I really like the fact that the game is driven by the individual State Loyalty Levels. This loyalty shows to what degree the colonies feel positively about the crown and their presence. As battles are won and lost, this level will change and if it drops too low will end in a loss for the British. The Loyalty Level also effects several things such as the recruitment of Loyalist and Militia forces during battles. As you know, I feel very strongly about this concept of winning over the hearts and minds of the people and this one does well in this aspect.



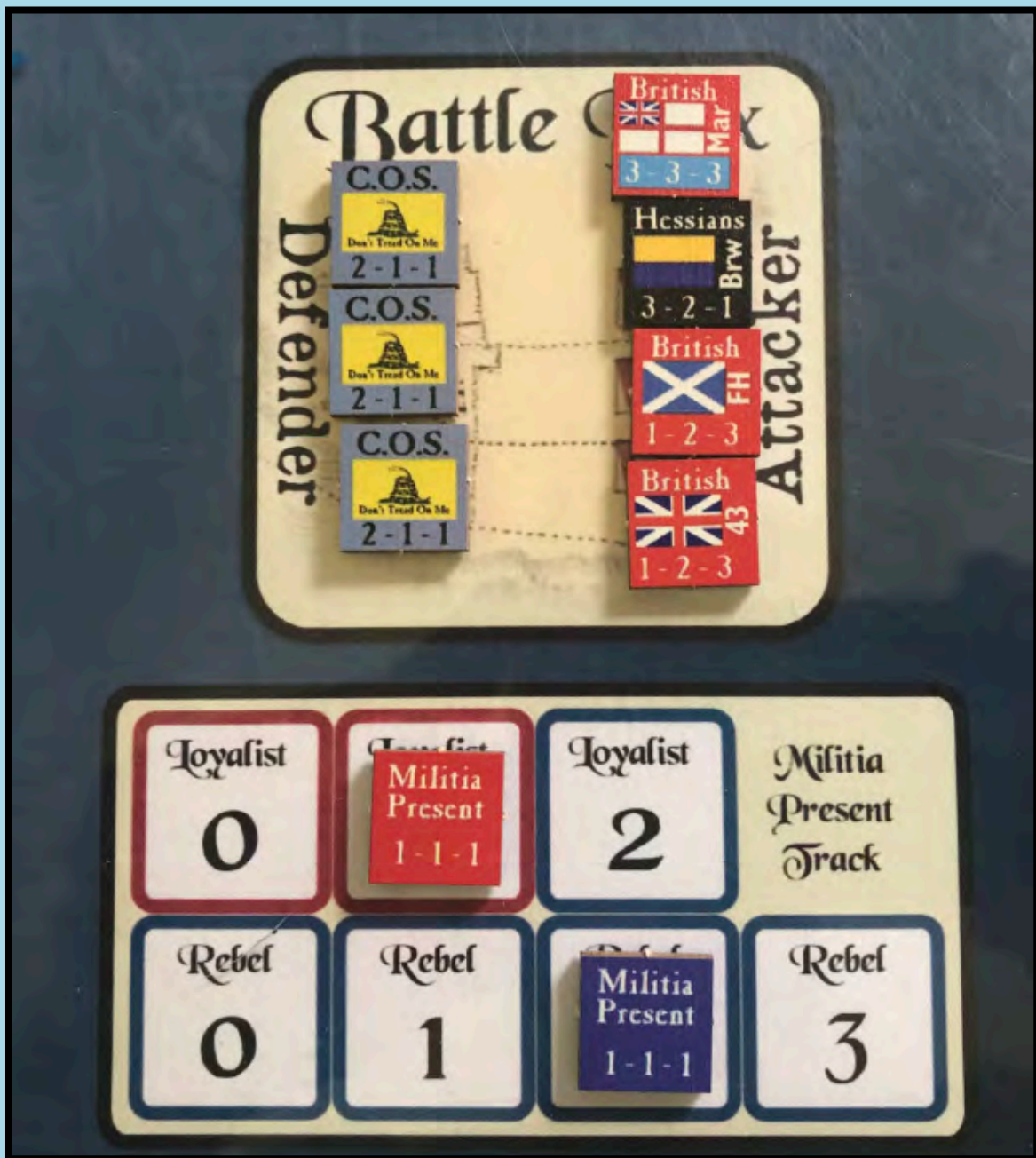
Battles are also very interesting and utilize an interesting CRT where the column used is a percentage of the attacker versus the defender's numbers. This seems to work very well and forces the player to think about how to get those proper units into the fight that will increase their chances of victory. Terrain also plays a key role the battles as each County is referenced to a type of terrain, such as Farm, Wilderness or City, and individual units have a different strength value in those types of terrain.

<50%	50%	65%	100%	150%	200%
AE	AE	AE	AE	CA	CA
AE	AE	AR-P	AR-P	CA	CA
AE	AR-P	EX	AR	CA	EX
AR-P	EX	CA	EX	EX	DR-P
EX	CA	DR-P	DR-P	DR-P	DE
EX	DR	DE	DE	DE	DE

UNITS OUT OF PLAY
 More Units here that are not in the Force Pool.

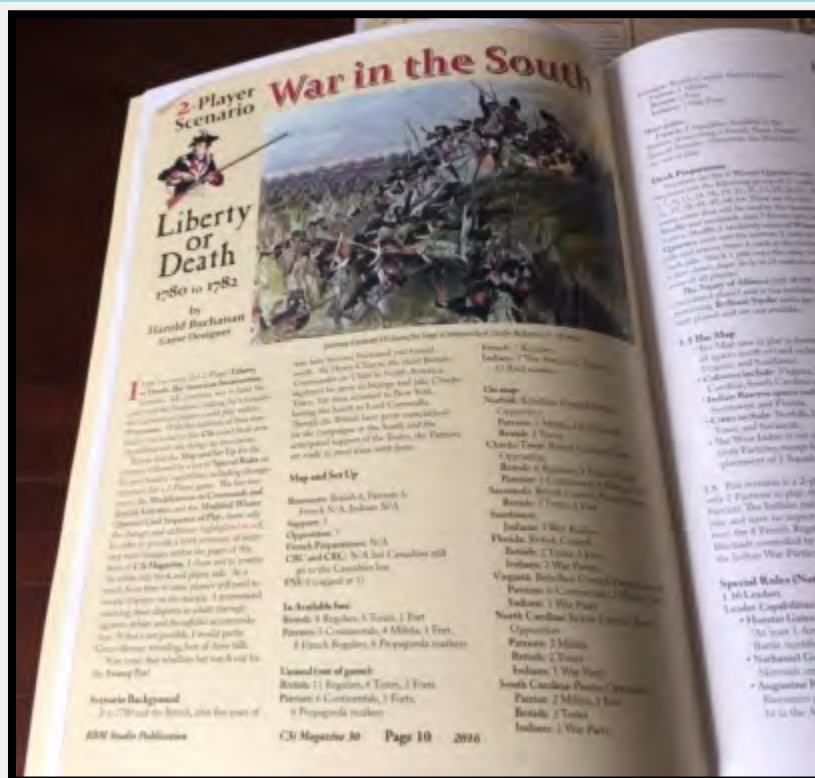
A look at the CRT which is a calculation of the Defending Forces Strength divided by the Attacking Forces Strength.

Overall, the game is really interesting and an excellent experience and is one of the most interesting strategic level games on the Revolution that I have ever played. The design really does a great job of incorporating elements from history into the game play and I love the various events that can happen and change the game considerably from turn to turn. It keeps you on your toes for sure and combines the military and political parts of the war well. I also really like that it teaches the player events of the war which would otherwise not be known.



I need to play this one some more and really dive into it as I really have only played once. But it was very interesting. My only complaint is that it is a longer game, taking about 2-4 hours to play as it is very involved and has a lot of steps during each turn. Definitely a game though that you can play a few turns and leave it setup to return when you have time. I think that this one will move up on the list after a few more plays but we shall see.

Here is a look at our [unboxing video](#) to get a better look at the components.
For more information on the game, please visit the game page on the White Dog Games website: <http://www.whitedoggames.com/dtom-american-revolution>



7. War in the South Scenario for Liberty or Death: C3i Magazine #30 from RBM Studios

***Moved Down 3 Slots**

You will see my thoughts about *Liberty or Death* later, but I really like the COIN Series and really have enjoyed my numerous plays of *LoD*. In fact, it is the COIN Series game that I have played the most (nearly 20 times) with about 80% of those solo plays. Suffice it to say, I love it. So when a 2-player scenario was bandied about a few years ago focused on the southern colonies, I became immediately interested.

War in the South focuses on the war in the southern colonies of Virginia, North Carolina, South Carolina and Georgia with Florida in as well although it wasn't a colony. The game uses the 2-player eligibility track created by Brian Train for his COIN Series game *Colonial Twilight* and it creates a very interesting and tense mechanic to the game.

The game adds in some new leaders who fought in the southern theater including Augustine Prevost and Lord Charles Cornwallis for the British and Horatio Gates and Nathanael Green for the Patriots.



The game focuses only on the British and the Patriots although the French and Indians are used but aren't eligible factions. I love the 2-player focus and find that this variant forces players to really understand what they are trying to do and to focus on that. The name of the game is support versus opposition and both sides will find good use for the rules while using propaganda markers and the Win the Day rule to change support or opposition with a victory where the losing side loses multiple pieces.

I also really can feel the history as the British will find themselves sticking near the major cities of Norfolk, Savannah and Charlestown and the Patriots will try to goad the British into coming out to fight on their terms.

The designer also has created a list of cards that focus on this time period in the struggle and really highlights the events involved from history. I find this game is good at replicating the issues of the day including the focus on supply, the attritional style of warfare with rare pitched battles but more skirmishing and ambush.

If you are interested in *War in the South* you will have to own a copy of the base game for *Liberty or Death* and obtain a copy of C3i Magazine #30.

We did a [video review of our play through](#) and also shot an [unbagging video](#) of the issue.

You can order a copy from the Amazon website at the following

link: https://www.amazon.com/C3i-Magazine-Nr-Rodger-MacGowan/dp/B01NCE0MDZ/ref=asc_df_B01NCE0MDZ/?tag=hyprod-20&linkCode=df0&hvadid=312673449485&hvpos=1o1&hvnetw=g&hvrnd=14471260092370488557&hvpone=&hvptwo=&hvqmt=&hvdev=m&hvdvcmdl=&hvlocint=&hvlocphy=9016156&hvtargid=pla-570523922570&psc=1

Look for the HMGS sponsored events at:

Seven Years' War Convention 2021

August 5-7, 2021

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



Sep 16-19, 2021

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



October 1-2, 2021

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



Oct 22 - 24, 2021

<http://rock-con.com/index.html>



Oct 21-24, 2021

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



Oct 22 - 24, 2021

<https://www.dragon-fall.com/>

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



Come and join your favorite HMGS-Midwest GM's at



Oct. 21st - Oct. 24th


Alliant Energy Center, Madison, WI

Date	Time	Event Name	Rule set	
10/21/2021	10am	Adventures in Mizzelhaven	G.A.S.L.I.G.H.T.	CW Mollenkamp
10/21/2021	2pm	4 Player War of the Ring	War of the Ring 2nd Edition	CW Mollenkamp
10/21/2021	1pm	Battle of Arginusae 406 BC 480 BC	Trireme (modified)	Brett Fuller
10/21/2021	6pm	Battle of Arginusae 406 BC 480 BC	Trireme (modified)	Brett Fuller
10/22/2021	7pm	The Shire is on Fire! - T.A. 2747	Home Rules	Andrew Schapals
10/22/2021	9am	Gettysburg - the Second Day	Small Deadly Space	Steve Fratt
10/22/2021	7pm	Gettysburg - the Second Day	Small Deadly Space	Steve Fratt
10/22/2021	8am	The Battle of Eutaw Springs	Redcoats In the Wilderness	CW Mollenkamp
10/22/2021	1pm	The Battle of Eutaw Springs	Redcoats In the Wilderness	CW Mollenkamp
10/22/2021	2pm	Sky Galleons of Mars (1989)	Sky Galleons of Mars	Brett Fuller
10/22/2021	6pm	Sky Galleons of Mars (1989)	Sky Galleons of Mars	Brett Fuller
10/23/2021	9am	Fall of the Tower of the Moon - S.A. 3249	Home Rules	Andrew Schapals
10/23/2021	9am	Enter The Fox!	AK-47 Republic	Todd Olson
10/23/2021	2pm	Death Along The Mohawk	Redcoats In the Wilderness	Todd Olson
10/23/2021	9am	Gettysburg - the Second Day	Small Deadly Space	Steve Fratt
10/23/2021	7pm	Gettysburg - the Second Day	Small Deadly Space	Steve Fratt
10/24/2021	9am	Gettysburg - the Second Day	Small Deadly Space	Steve Fratt

Main Registration opens on July 1st, 2021.

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

Rock Con is ON!!!



WHAT KHAM

Oct 22-24, 2021

NAVCON

October 22nd - 24th, 2021

Tebala Event Center

7910 Newburg Road
Rockford, Illinois 61108

This is the Rockford Game Convention you are looking for!

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UPDATED: 7/2/2021

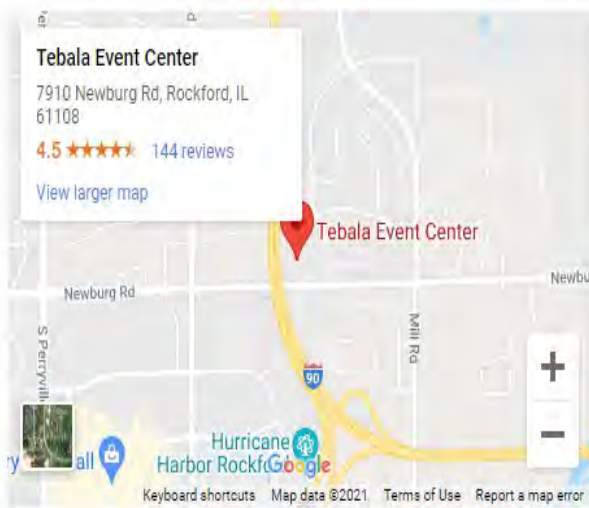
~ Game Submission NOW OPEN!! ~ WELCOME

Welcome to Rock-Con Game Convention! We regretted the need to cancel 2020's convention due to COVID, but WE'RE BACK for 2021!

This Rockford convention, by any name, as you know by now, features historical and fantasy miniature gaming, collectible miniatures, role-playing, board gaming, and other events that cover the entire spectrum of adventure gaming.

NavCon started as a Milwaukee based naval game convention and joined Rock-Con in 2016. Our staff continues to be excited to join with staff, judges, vendors and attendees from another local and well loved convention. NAVCON games will continue to have dedicated floor space at the convention.

LOCATION



Tebala Event Center
7910 Newburg Rd, Rockford, IL 61108
4.5 ★★★★★ 144 reviews
[View larger map](#)

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Hurricane Harbor Rockford
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The ROCK-CON Staff and Minions look forward to welcoming you back this year!!

IMPORTANT DATES

Exhibitor Registration will be open April 1st - September 15th **OPEN NOW**

Game Submissions will be open June 1st - September 1st **OPEN NOW**

Attendee Pre-Registration will be open July 15th - September 12th **COMING SOON**

Advanced Event Sign Up will be open September 26th - October 10th to qualified* pre-registered attendees.

*Qualified attendees are any player registration received & paid by Sept 12th OR Judge registration received & invoice (if any) paid before September 26th) will receive an email linked to the survey!

Come and join your favorite HMGS-Midwest GM's at



Oct. 22st - Oct. 24th

Tebula Event Center, Rockford, IL

Date	Time	Event Name	Rule set	
10/22/2021	TBD	Naval Action, Russo Japanes War	Naval Thunder	Aaron Filter
10/23/2021	TBD	Pirates? In the Caribbean, wait, what?	Blood and Plunder	Aaron Filter
10/22/2021	7pm	Bungle in the Jungle - Vietnam "Operation Bold Lancer" May 8, 1970	Nam-Flames of War	Brendgol Majewski
10/23/2021	9am	Bungle in the Jungle - Vietnam "Operation Bold Lancer" May 8, 1970	Nam-Flames of War	Brendgol Majewski
10/22/2021	7pm	Turn a blind eye? Late 1951, over the Yalu Border.	Modified Check Your Six	Darrell Hartsig
10/23/2021	9am	Turn a blind eye? Late 1951, over the Yalu Border.	Modified Check Your Six	Darrell Hartsig
10/22/2021	2pm	The Tide Turns-Conflict between Napoleon and the 3 Allies	Games of War	Jim Thompson
10/22/2021	TBD	Russian Civil War - Holy Andrei's Chapel	Red Actions	Jon Michal
10/23/2021	TBD	Russian Civil War - Holy Andrei's Chapel	Red Actions	Jon Michal
10/22/2021	7pm	Soluch, prelude to Beda Fomm. O'Connor sets the trap.	Jagdpanzer, 2nd edition	Kevin Cabai
10/23/2021	9am	Soluch, prelude to Beda Fomm. O'Connor sets the trap.	Jagdpanzer, 2nd edition	Kevin Cabai
10/23/2021	2pm	Soluch, prelude to Beda Fomm. O'Connor sets the trap.	Jagdpanzer, 2nd edition	Kevin Cabai
10/23/2021	7pm	USS Arizona Strikes Back (WWII Air/Naval)	Home Rules	Peter Aguilu
10/23/2021	9am	Luke's Revenge (WWI air combat)	Home Rules	Peter Aguilu

Main Registration opens on July 1st, 2021.

<http://rock-con.com/index.html>

Air-Con AFTER ACTION REPORT

By Pete Aguilu



Air Con 2021 was originally scheduled for June 5th. Due to the pandemic uncertainties and difficulties arranging a venue early, it was TBA until around March, when the first tentative venue was announced. In the end, the date moved to 06/12 and Company Brewing offered to host as early as 11am with kitchen open!



Action commenced with the setup of Dogfight and the arrival of George Henion and the first Dawn Patrol players. Tickets were handed out to the GMs for brunch. Meanwhile Don Glewwe set up his "yet unnamed" demo (pic - DG), a more free-form one-on-one run through. Tom Beach appeared as a walk-on GM and ran a home-rule adaptation of Flight Leader.



The Dawn Patrol warmup game resulted in several shoot downs, then more players arrived for the main event. In all three scenarios were played throughout the day. At about 3pm I set up "A Present for von Richtofen", using my FitS game system. (Pic - PfvR).

As the day moved into early evening, the Dawn Patrol wrapped up the 3rd Scenario and Nick Klapper ran "Panzer Zug", which sounds like a tank game, but is a train strafing scenario using a card-based system. Leonard Krol ran his 1946 home-brew similar to Aerodrome, but with post WWII types, so about 2.25.



I finished up the day in an inconclusive mass dogfight using Don's demo game. Meanwhile prizes were handed out for the best of the Dawn Patrol players, a veteran player of many years...who got a great Battle of Britain game, and Theo Klapper, who was the FitS mvp as one of the flight leaders for the British SE5as...he got a classic PIRATE naval game. Game prizes were donated by our co-sponsor HMGS Midwest. Thanks to their ongoing support we always have "swag" bags!

Post event review: Not all scheduled games got played, but everyone had a great time. Food was awesome, as usual and very convenient. We had the venue to ourselves until 3pm (private party mode). The best part was RECORD ATTENDANCE of 18 players. Looking for next year to be even bigger and better.



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/)

LITTLE BIRDS! OH-6 LOACHES

June 1, 2021



I just finished my 2 little birds for the Nam game. These will allow me to run "Pink Teams". A Pink Team has one observer (Loach) and one Gunship (Cobra) working in tandem. The models are plastic from Battlefront's Nam line. The only thing I didn't like was how you had to set the side arm of the tail at an angle of your own choosing, there was no connection to make it set automatically to the correct angle so you need to reference photo's to get it right.

Another thing that wasn't quite right was the minigun mount. The arm pin that goes into a hole on the side of the chopper was a little too long and needs to be trimmed. I didn't do this and you can hardly notice in the finished product but you can see the gun mount sticking out a little too far at that point in some of the before photos.



The first pic is the choppers with just a primer coat. I use a primer of the right color so I don't need a finish coat of a different color so this is just one coat airbrushed on.



Next I base coated the windscreen in black to allow for the full effect from the Turbo Dork Paint.



Next I glossed the whole thing allow for the decals and to allow for the gloss surface Turbo Dork Pint needs for full effect.



Next I painted the door gunner

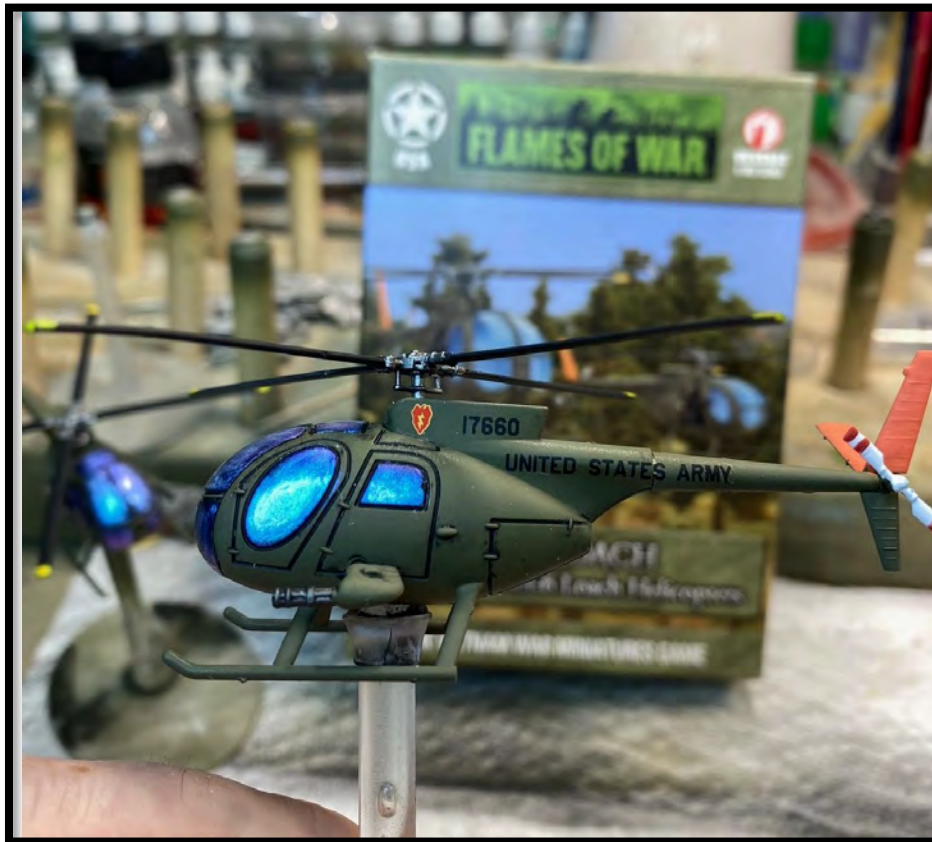


Next I put on the decals and the Turbo Dork Paint





Finally I masked the windscreens with Tamiya masking tape and applied Allclad Flat finish via airbrush for the final effect.



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

We are legion!

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



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



<https://www.hmgsgl.org/>

HMGS MIDSOUTH CHAPTER

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



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



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



<http://www.nhmgscitadel.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.

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See you at Autumn Wars!

