

HMGS-MIDWEST NEWSLETTER

Fall 2018

THE PRESIDENT'S POSTINGS

Little Wars 2019 Updates

Online Game Master Submissions Now Open for Little Wars 2019!

The Board has decided to use Tabletop Events to help us manage the convention. Convention Director Steve Fratt, Projects Manager Paul Dayton, and Vendor Manager Kevin Cabai have been working to bring all aspects of Little Wars 2019 into the 21st Century. Steve is taking the job of Events Manager and created the template for game submissions. We opened the program on Monday December 3, three days later, we had 21 submissions for Little Wars 2019. By December 15 we had 40 total submissions [about 20% of our total games]. Game Masters will find they have more direct access to information about the status of their games. Each game managed through Tabletop Events will have a list of players, their email addresses, confirmation of what tables the games will use. When players register for Little Wars 2019, they will be able to select their games and know immediately whether or not there is *pre-registration* room for them in the game. As is traditional, we hold 25% of the player slots for each game in reserve for those registering on site at Little Wars where access to players slots will be on a first come, first served basis.

To submit games see the information posted elsewhere in this Newsletter.

Important Little Wars 2019 Deadlines!

Paul and Kevin will have more details on registration and Vendors. Until then, note the following:

Saturday, February 2, 2019 -
deadline to submit games for the
Preliminary Events List

Monday, February 4, 2019 -
Pre-Registration Begins!
Purchase a Badge
Purchase Concessions:
T-Shirts, Dice, Mugs, etc.
for pickup at Little Wars
Select Games to Play:
Choose directly, which
games you want to play -
you will not be able to sign
up for games with
conflicting times

Saturday, March 23, 2019 -
final day to obtain a room at
special HMGS-MW rate \$122
per night - after this date, you
are on your own.

Sunday, March 31, 2019 -
Pre-Registration Ends –
Submission of Games for
inclusion in the program ends
[we need to finalize the Program
for publication]

IN THIS ISSUE

Featured Stories

- Little Wars 2019 Updates
- HMGS-Midwest Board Elections
- Showing the Flag in 2018
- Gronard's Gaming & "Toys for Tots"
- Mountie Ambush Game 15mm

Events Calendar

- HMGS-Midwest Game Night
- Upcoming Regional Events

Leadership Reports

- The President's Postings
- Treasurer
- Membership
 - Board Elections
 - Vendor Manager

Convention Updates

- Autumn Wars 2018
- Important Little Wars Deadlines



Little Wars 2019 - Room Registration Now Open!

The HMGS-Midwest block of rooms are now available for members who want to reserve rooms early. The rate for our block is \$122 per night [plus tax]. The rate is good through Saturday, March 23, 2019 and then you are on your own.

Instructions for Submission of Games to Little Wars 2019

This year we are using Tabletop Events to help us manage Game Submissions and Registration to Little Wars 2019. Here are the instructions and notes for Game Masters to submit their games.

Step 1 – Prepare to Go to Tabletop Events and create an Account

Be prepared to offer a user name and a password for your account.

You will need an account to submit games and later, to register for Little Wars.

Step 2 – Create a personal account, then go to Step 3:

Step 3 – Go Directly to the Little Wars 2019 Convention on the Tabletop Events site

Use the following address:
<https://tabletop.events/conventions/little-wars-2019>

Step 4 - Read the following general comments before submitting a game

You will see a long list of Entry Fields that you will need to fill out.

Fill all of them out and make sure to press the Done Button to submit the game.

If you plan to run the same game in a different time slot, note the Black “Copy” button.

This should allow you to copy the game information to a new submission - all you should have to do is enter the new day and time for the start of the game.

Some of the fields might seem redundant – we needed to add fields that are more suited for formatting for our convention program. Please fill all of them out.

NOTE: You will probably be able to submit your games without needing this list of instructions! The Tabletop program is very user-friendly. For most of you, this set of Instructions will work as a backup reference in case you do not understand what to enter into a field. If these instructions do not answer your questions, you can always contact Steve Fratt the Events Manager at president@hmgsmidwest.com

Ready? Then let's go to Step 5

Step 5 - Create a Game Submission

Once at our Little Wars 2019 Convention site on Tabletop Events:

Click the green button “New Submissions”

The first screen will be “Submit New Event, “Event Type”; place the mouse arrow in the field and a drop-down menu will appear.

Game Genre - there are five types of games - select the one that fits your game:

Fantasy – we allow up to 20% Fantasy/Sci Fi at Little Wars to entice devotees of those genres to come and check out the great historical games we run. Truth be told, many historical gamers also like Fantasy. We have set up a special area in the Grand Ballroom for Fantasy/Sci Fi

events we are calling Helm's Deep [of Lord of the Rings fame.]

Historical Miniatures – where most of our traditional entries will be entered.

Theme Prize Historical Miniatures – Combined Arms Through the Ages – If you have an Historical Game that also fits the Convention Theme this year, enter it here. You will need to explain why the game is a fit for the Theme Prize in the Comments Section.

Parent/Child – enter all Parent/Child games of all types [Fantasy, Historical, Science Fiction] here. We will allow these games to have unpainted, plastic, Toy Soldier figures [not unpainted metal] that are kid friendly. However, we will expect high quality of all the rest of the components to keep within HMGS-Midwest's standards.

Science Fiction – see comments in the Fantasy Section.

Description of Game - this will appear in the Preliminary Events List and the Program.

Tickets and Costs Fields - these fields are standard Tabletop fields that we did not have a choice for inclusion. Other conventions charge for Tickets for each game [Garycon, GenCon, etc]. We do not. So please understand that we want these fields to stay at \$0. Tabletop also uses the word Ticket to describe Players. We cannot change this - just ignore this field.

Special Needs - there are fields to check for Electrical and larger Tables. Please explain All Special

Needs in greater detail in the Comments Section.

Game ID Number - ignore this field. It is for the Events Manager to enter.

Start and End Times -

Tabletop requires you to enter Preferred Start Time, Alternate Start Time, and Duration. Enter all these fields. Note that later you will also need to enter Start Time and End Time. These additional fields are there to make it easier for us to download this information into our program. Note that all time slots are hourly – we do not have any 30 minute time slots [a Tabletop template requirement]

Table Size - The Events Manager has figured out the overall configuration of table sizes for each row in the Grand Ballroom and has listed what sizes are available. If you need a larger table or one of special configuration, please note the Special Need and describe in detail in the Comments Section. All the Tables for Fantasy and Science Fiction are a standard 6' x 6' configuration.

If you need a larger table, ask for one as a special need and the Events Manager will give you additional table[s] as needed for a single table.

Rules - Indicate publisher of the rules or enter "Home" for unpublished house rules.

Figure Scale - Battle Scale -

Figure scale, size of the miniatures is pretty standard but we are adding Battle Scale so players might understand the scope of the game they will be playing.

Number of Players - we had to add our own field here to aid in

the download of the data directed into the convention program template.

Setup and Takedown Time -

The Events Manager needs this information in order to block out additional time on the schedule. Tabletop did not provide this.

Comments Section - please note details of special needs here. It is a required field so if you have no comments, you must enter "Nothing" to submit your event.

Very Important Note: the Event's Manager reserves the right to make any adjustments, even for games already submitted, approved, and assigned a table.

- Steve Fratt
President - HMGS-Midwest

CONTACT INFORMATION

Visitors to the 'Contact Us' page of hmgsmidwest.com will notice the new e-mail addresses listed below

President: Steve Fratt
• president@hmgsmidwest.com

Membership Vice President: Kevin Cabai
• membership@hmgsmidwest.com

Secretary (acting): Tom Darga

Treasurer: Paul Dayton
• treasurer@hmgsmidwest.com

Member at Large: Jim Roots
• marketing@hmgsmidwest.com

Newsletter Editor: Tom "Dwarf" Darga

WE WANT TO HEAR FROM YOU!

You may also e-mail the entire Board via bod@hmgsmidwest.com

WHAT DO YOU THINK?

WHAT CAN WE DO?

HOW CAN YOU HELP?

LITTLE WARS UPDATE

Submissions for Little Wars 2019 have already begun!

HOST A GAME

We are looking for game judges to offer terrific games at Little Wars 2019. For those of you who offer a game year after year. We can't wait to welcome you back. For those who have not offered one before, or maybe not recently – you should! See submission instructions in the President's Postings!

WEBSITE

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

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

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

MAIL LIST

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

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

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

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

There are three main goals:

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

HMGS-MIDWEST BOARD ELECTIONS

by Kevin Cabai

It is time again for Board of Director elections for HMGS-Midwest. As laid out in the current Bylaws the procedures are as follows:

- 1) By the end of November before the election in the following spring the current Board will announce whether or not they are considering serving another term of office and the membership is informed (this information was posted on the HMGS Midwest Facebook page before that date).
- 2) Once members see the list of incumbents, they will have a chance to run for office by letting the current Board know of their intentions of running for which position by January 31, 2019. Please attach a picture and a paragraph explaining why you would like to serve in the position. We will use these in the official ballot. (Candidates should send the email to membership@hmgsmidwest.com)
- 3) The Board will create a ballot and send it to every member via email with all the candidates, their paragraphs of explanation and picture
- 4) The membership will send the completed ballot via US Mail to Membership Vice President HMGS-Midwest
- 5) All mailed ballots must be received by March 31st to be valid. Envelopes will remain unopened until the ballots are counted in April at public place in to be determined
- 6) Results of the election will be announced at the annual Members meeting on Sunday at Little Wars 2019

The incumbents desiring to serve another term include:

Steve Fratt for President

Kevin Cabai for Membership Vice President

Paul Dayton for Treasurer

Tom "Dwarf" Darga for Secretary [appointed by the Board to serve out the office]

Jim Roots for Board Member at Large

TREASURER'S REPORT FROM PAUL DAYTON

HMGS-MW December 7, 2018 Accounts Summary

Checking : \$16,465

Savings : \$ 21,544

Total : \$ 38,009

HMGS-MW Income / Expense Summary

Category	12/8/16- 12/7/17	12/8/17- 12/7/18	Difference 2017 to 2018	% Change
Income	\$ 28,107	\$ 35,009	\$ 6,902	24%
Expense	\$ 30,988	\$ 34,187	\$ 3,198	10%



**I WANT YOU
TO VOTE**

HMGS-MW Showing the Flag in 2018

Our traveling team of HMGS-Midwest members once again made the circuit after Little Wars 2018. We had a presence at Nexus Game Fair [Milwaukee], GenCon Indy [Indianapolis], RockCon [Rockford], and Game Hole [Madison]. We plan to attend GaryCon [Lake Geneva] and Adepticon [Schaumburg] as well. If you are interested in presenting a game at one of these conventions let a Board member know and they will see you get in touch with the right person. All HMGS-Midwest members attending these events receive no monies from our HMGS-Midwest treasury to cover any expenses. They do it out of their passion to share the gaming experience and represent our society and its work to others.



Autumn Wars 2018

The first Autumn Wars mini-con was a moderate success and was held at Trinity College in Bannockburn. We had about 40 attendees, all expenses for the site were met, we welcomed 7 new members into the society, and all games were played between the day and evening sessions.



Players enjoyed the relaxed atmosphere, the cafeteria-style food choices at Hawkins Hall, and the offering of pre-20th Century games. We ran a survey to determine the theme for the event and will probably do the same next year. What we learned - we could run 12 games instead of 10 in the space, we could have add an afternoon session by identifying a series of shorter games, we could accommodate up to 70 players easily. So look

for Autumn Wars to grow. We will run a survey again to decide what genre of games we will allow. We will try and contact GMs in the summer and have registration begin in September next year for the Saturday, November 9, 2019 event. Mark your calendars!



GameHole Con VI



RockCon



HMGS-MW vs. the USA Navy Events

Unfortunately the “Victory in the Pacific” event at Great Lakes commemorating Pearl Harbor had to be cancelled. The museum experienced a change in personnel and that prevented the event from taking place. Now that things have settled down, we are discussing possible events with the Navy for 2019. They asked if we might run a Guadalcanal event in February and perhaps a D-Day event [75th anniversary] in June [yep, the Navy contributed to Overlord with its Neptune operation!]. We will also see if they want to continue “Birth of the Navy” in October and give “Victory In the Pacific” in December another try.

Stop the Press! Mark your Calendars!

February 9, 2019 - 75th Anniversary of the End of the Guadalcanal Campaign!

1pm – 4pm

HMGS-MW will run several Axis and Allies Guadalcanal games at the National Museum of the Sailor, Great Lakes Naval Station on February 9, 2019! We are working out more of the details but it looks like the Navy is ramping up their involvement with us this new year. Right now the plan is to have a some comments about Guadalcanal commemorating the end of the campaign before we begin the games. There will be a mega-size version of Axis and Allies Guadalcanal with War at Sea minis and several regular-sized versions of the game if the demand warrants it.

Keep an eye on the website and FB page for further details.

HMGS-MIDWEST GAME NIGHT!

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

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

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

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

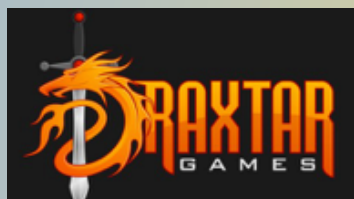


Games Plus
Mount Prospect, IL
847 577-9656
10% Discount
Second Friday of the Month

HMGS-MIDWEST MEMBERSHIP DISCOUNTS



Chimera Hobby
Appleton, WI
920 735-1201
and
Fond du Lac, WI
920 922-8338
10% Discount
Daily



Draxtar Games
Batavia, IL
630 454-4585
draxtargames.com
10% Discount



Third Sunday of the Month
Lake Geneva Games
Lake Geneva, WI
262 885-1515
akegenevagames.com
10% Discount
Second Sunday of the Month

Grognard's Gaming sponsors Battlefront's "Toys for Tots"

On a cold winter morning 16 gamers gathered together to spend a day playing for charity. Two mega Team Yankee Games were set up and NATO and Warsaw Pact Forces battled it out. Running from 11:00 am to 5:00 PM, they maneuvered, rolled dice, laughed and cried, stopping only for pizza (no MREs). December 1st, was Thanksgiving Day. A Worldwide gaming event sponsored by Battlefront, in conjunction with "Toys for Tots". Game stores across the US were holding mega-game events where the entry fee was a toy donation. Bringing an extra gift gave you a re-roll.

HMGS-Midwest was proud to participate at Grognard's Gaming in Roselle, IL. Thanks to Owen McGarel for setting this up, Todd Warren for hosting, and congratulations to Mike Kelly winning the raffle.





HMGS-MIDWEST MEMBERSHIP DISCOUNTS



Grognard Games
Roselle, IL
847 278-7538
10% Discount
Rotating Date

ADVERTISING OPPORTUNITIES

The HMGS-Midwest newsletter goes out to over 800 recipients. Would you like to reach 800 new customers?

Contact
secretary@hmgsmidwest.com for
more information about advertising
in our newsletter!

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 2019.

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.

UPCOMING REGIONAL CONVENTIONS



7-10 March 2019



26-29 April 2019



1-4 August 2019



Oct 31st – Nov 3rd 2019

Mountie Ambush Game 15mm

Blog posted by Mark, Man of TIN, 30 November 2018.
<http://en.gravatar.com/26soldiersoftin>

Opening positions – Mounties entering left on patrol, rebels hidden right.



I wanted to try out my newly painted 15mm Peter Laing Mounties, so set up a quick backwoods scenario on one of my small portable game boards using a crowded mountain terrain mostly of old Heroscape hexes and some pine trees.

I have been reading up about some of the Canadian rebellions and the role of the Mounted Police.

https://en.m.wikipedia.org/wiki/North-West_Rebellion

https://en.m.wikipedia.org/wiki/North-West_Mounted_Police

I use these Close Little Wars rules for larger scale figs up to 54mm including in the garden (also known as outer space)
Including on my other blog

<https://poundstoreplasticwarriors.wordpress.com>

Scenario

Four dismounted Mounties and two on horseback were on patrol down a narrow creek or wooded canyon where rebel activity had been reported.

The two on horseback rode off to scout the valley whilst the dismounted four stayed back to watch down the valley and give covering fire as needed. I had no rules to hand for melee from infantry to cavalry or mounted infantry, so when the Mounties rode into contact with the waiting hidden rebels, we skipped the melee stage and went straight to firing.

Playing solo, most of the awkward decisions as the game progressed were solved by creating a dice roll rule for the situation. For example, I quickly wrote a d6 dice rule – firing at cavalry or mounted infantry, if a six or hit is rolled, **1-3 horse is killed, 4 both horse and rider killed and 5-6 rider killed.**



First contact as the Mounted patrol stumbles into the waiting rebel ambush. In the original Close Wars rules, which was an appendix to Donald Featherstone's 1962 book War Games, there are no horses or mounted infantry mentioned.

<https://manoftinblog.wordpress.com/2016/06/09/close-little-wars-featherstones-simplest-rules/>

In the situation of having a horse killed or cavalry dismounting to fight, a replacement infantry figure is obviously needed. I have enough spare Peter Laing figures to manage this in future. Obviously one figure has to remain back as a horse holder and some spare horses will also be needed.

Another quick d6 rule was required to decide for rebels being able to pass through the narrow creek over the fallen horses (and riders) at half rate of movement (4-6) or the narrow canyon being made impassable (1-3).

Once the Mounties on horseback had ridden into the canyon or creek, their escape was cut off by the small group of rebels lurking lower right.

Very quickly both mounted figures were down and out, then the Mounties on foot were quickly pursued by much larger numbers of rebels. Another quick d6 rule for the Mounties on foot was to retreat on a dice roll of 1-3 or stay and fight 4-6. They retreated.

Once they had reached where they entered the gameboard, they were deemed to have picked up their horses and be able to escapement on horseback.

It has been a while since I got such a short game in and whilst the rules were a bit rusty in my head, I enjoyed it nonetheless.

I had better start painting more Mounties for the return column!

Close up of the Mountie Patrol and the rebel ambush.



26soldiersoftin

Hello I'm Mark Mr MIN, Man of TIN. Based in S.W. Britain, I'm a lifelong collector of "tiny men" and old toy soldiers, whether tin, lead or childhood vintage 1960s and 1970s plastic figures. I randomly collect all scales and periods and "imaginations" as well as lead civilians, farm and zoo animals. I enjoy the paint possibilities of cheap poundstore plastic figures as much as the patina of vintage metal figures. Befuddled by the maths of complex boardgames and wargames, I prefer the small scale skirmish simplicity of very early Donald Featherstone rules. To relax, I usually play solo games, often using hex boards. Gaming takes second place to making or convert my own gaming figures from polymer clay (Fimo), home-cast metal figures of many scales or plastic paint conversions. I also collect and game with vintage Peter Laing 15mm metal figures, wishing like many others that I had bought more in the 1980s.



The two surviving Mounties exit left to pick up their horses and head for help.

The Mounties are 15mm Peter Laing Boers and AWI Settlers, recently painted. The rebels were Peter Laing 15mm Boers at the trail and Confederate Butternut Infantry.

<https://manoftinblog.wordpress.com/2018/11/25/peter-laing-15mm-mounties-on-the-painting-table-rcmp/>

GAME WHERE IT ALL BEGAN

March 7-10, 2019

Grand Geneva Resort in Lake Geneva, Wisconsin

Lake Geneva, Wisconsin, U.S.A.

Birthplace of Dungeons & Dragons

Special Guests:

Join the Gygax Family
and Special Guests:

Steve Jackson

Larry Elmore

Jeff Easley

Mike Mearls

Joe Manganiello

Jennell Jaquays

James M. Ward

Tim Kask

Marc Miller

Margaret Weis

Stephen Chenault

... and many more!

Adventurers League

You Too Can
Cthulhu

Legends of
Wargaming

Tournaments

Dungeons & Dragons
From OD&D - 5E

GIANT Vendor Hall

GARY CON XI

CELEBRATING A LIFE WELL-PLAYED

GARYCON.COM

Be one of the first 200 people to enter this code on our site for 15% off a silver badge

Little Wars 2018

by Howard Whitehouse, posted in conventions, pulp!!!!

<https://thegatlingsjammedandthecolonelsdead.wordpress.com/2018/05/01/little-wars/>

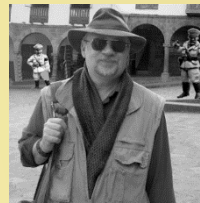
I am back from Little Wars, a convention I last attended almost exactly half my lifetime ago, in 1988. I saw many of the same people I met thirty years ago, older, fatter, greyer and balder, mostly. They remembered me, which is good, I think. One fellow told me how much an article I wrote for Wargames Illustrated fifteen years ago had influenced his Victorian project, which was nice. No, he hadn't abandoned it and spent the money on Cold War micro-armour, or anything like that.

I put on the games I mentioned last week, with the sponsorship, provision of models and manual labour of my friend Ben Checota of Badger Games. Since I didn't really know what scenic pieces and figures I'd have at hand, it was all very 'seat of the pants', but actually that suits me fine.



The first game was 'Reintarnation', which I'd imagined as taking place in canyons, but instead was placed in a ghost town chock full of zombies. We also had killer tumbleweeds and cactus monsters. Fourteen players in five teams, minimal rules (no measurement, very basic die rolling). I treat these sorts of games as B-Movies, no more than two hours playing time, with players encouraged to get into their parts. Prizes were awarded, by public acclamation, for 'Best injury or death', 'Worst complete failure' and the Oscar for Best Performance. Badger provided lots of gift certificates.

The following day we presented 'Mr. Barnum's Monster Hunt', the same sort of nonsense, but set in the north woods of Wisconsin, and feuding families of lumberjacks attempting to capture Bigfoot and other large local fauna, and to use the opportunity to resolve old grudges against their local rivals. Here's that —



HOWARDWHITEHOUSE

Two-fisted action hero, cat wrangler, painter of toy soldiers, builder of model scenery, writer of rules and books. Is there no beginning to my talents? My wife thinks not, and accepts this with stoic resignation.

Did not get what you really wanted this year?



Don't worry we are working on bringing the following vendors to Little Wars in 2019

Academy Games
Army Group Center Wargaming
Badger Games
Basement Battlefronts
Battlefront Miniatures Gailforce Nine
Battlevalor games
Bowen Dragon 1
Brush With Nobility Miniatures
Caesar's 10th
Covert Intervention Games/Vanus
Dayton Painting Consortium
Duke Seifried Collection
Elriks Hobbies
Enterprise Games
Flag Dude
Gamermats
Games N Gear
Games Plus
Gettysburg Soldiers
Grogard Games
I-94 Enterprises
Julio's Woodshop
Knuckleduster Miniatures

LOD Enterprises
Lost Battalion Games
Michigan Toy Soldier Company
Minuteman Miniatures
Noble Knight
Old Glory
Pico Armor
Recreational Conflict
Rick Carlile Military Books
Scale Creep Miniatures
Sea Dog Game Studios
Secret Weapon Miniatures
St Paul Irregulars Press
Talon Games
The Boyle Collection
The History Works
The Nafziger Collection
THE SIGNMAKER
Thoroughbred Figures
Trenchworx
Warlord Games
Winged Hussar Publishing
Wreck Age