

HMGS Midwest
Autumn Wars Final Game Schedule
10-4-24 - 10-6-24

Event Name	Event Number	Event Type
Battle of Salamis 480 BC (version 1)	30	Historical
Arrival of the Prussians at Waterloo	22	Historical
Mega Pub Battles: Antietam	36	Historical
Kido Butai raids Midway Island	13	Historical
WWI British attack on German East African colony	26	Historical
Raid on the Kido Butai	14	Historical
1st El Alamein-2nd Battle of Ruweisat Ridge, July 21, 1942	27	Historical
Battle of Salamis 480 BC (version 2)	31	Historical
4 Player Battle of the Five Armies - ARES Games	2	Board Game
Aerodrome® 2.0™ Torpedo 8	42	Historical
A French and Prussian Napoleonic battle	21	Historical
Brick Battles	10	Demo

1st El Alamein-2nd Battle of Ruweisat Ridge, July 21, 1942	28 Historical
Raid on Yorktown	12 Historical
Operation Sonnenblum, April, 4 1941	33 Historical
Mega Pub Battles: Antietam	37 Historical
Will the Munchkins maintain control of the Yellow Brick Road?	24 Fantasy
Kido Butai raids Midway Island	38 Historical
A Side: "A" Bomb on Wardour St.	4 Historical
Red Baron's Demise	15 Historical
Team Yankee Tournament	16 Historical
Two Man Late War Team Tournament - 50/50 pts	19 Historical
The Munchkins are still fighting	23 Fantasy

WWI British attack on German East African Colony	25 Historical
Pirates	43 Historical
Raid on the Kido Butai	39 Historical
B Side: "Down in a Tube Station at Midnight"	5 Historical
Aerodrome 2.0 "Task Force 17"	41 Historical
The Battle of Stono Ferry - AWI - 1779	17 Historical
WW1 Battle of the Somme	20 Historical
Operation Sonnenblum, April, 4 1941	32 Historical
Pirates	44 Historical
Them's my cattle!	45 Historical

Raid on Yorktown

40 Historical

They steal horses don't they?

46 Historical

Flames of War Late War Tournament

11 Historical

4 Player War of the Ring 2nd Edition

3 Board Game

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Description

Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between the mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set up.

Can the Prussian 15th Brigade link up with the British, or will the French troops from Lobau's corps be able to prevent that?

Pub Battles the game focuses on Corps & Divisional combat and the bigger strategic concerns of fighting an entire battle. Realistic Logistics, Fog of War and Command & Control limitations.

Both sides respective corps commanders and will have to attempt to carry out written orders by their overall commander. The tides of fate may rise and add for hilarity and suspense.

Will you take up the gauntlet, and have your chance at seeing the elephant?

On June 4, 1942 the Japanese 1st Air Fleet sent half its strength to strike the Midway Atoll. This is an important operation as it will determine the difficulty of the Japanese landings to take the island.

British Askaris attack a German East African defensive position as the war rages in Europe during WWI in 1915. The Germans are dug in with barbed wire and stone walls. Can they repel the British attack or will the Old Contemptibles win the day? Come and join the battle. Easy rules. Using unit cards. A historical battle. All ages.

The Midway strike force will attack the Kido Butai, quickly followed by the waves of attacking planes from the American Carriers. This will also teach players how to run air operations for the Saturday Campaign. Interested gamers can also see how Return to Midway: Battle Rules works. One does not have to use the search rules to play - kind of like how many of us played Jutland back in the 60s and 70s.

After Gazala,, during Rommel's desperate grab for the Suez, some of the most pivotal battles of the African Campaign occurred. In the course of the seesaw battles surprise was as common as battlefield intelligence. The 23rd Armoured Brigade (Valentines) attempts to out flank the Germans on the south side of the ridge. They run into a series of surprises enroute. Gott im Himmel!, they are not supposed to be here.

Can the outnumbered Greek fleet, under the command of Themistocles, defeat the Persian fleet in the straights between the mainland and Salamis. History is not 100% certain how this battle was fought. This session is one possible version of how the naval forces were set up.

Smaug the Dragon is dead! and now 5 armies of Middle Earth are descending on the Lonely Mountain to acquire his treasure! Learn to play this miniature based board game and share the load with another participant! New players encouraged!

The US Navy task force approaching Midway has made contact with the Japanese fleet and ordered VT-8, flying obsolete Douglas TBD Devastators, to make an unescorted attack against the approaching Japanese carriers. Fly your Devastator to attack the carriers or defend the task force with your agile A6M2 Zero in simulated air combat using the perennially popular Aerodrome® 2.0 Aerial Combat Rules. Easy to learn and fun to play. Rules taught; all equipment provided. Wings and medals for valor.

Not representing a particular battle but using a fight between Prussians and French and French allies to play a game using the rules.

Fast play skirmish games using lego figures and weapons based on the Bolt Action ruleset.

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Earlier on Friday we staged the key actions of June 4, 1942 - the bombing of Midway Island and the attack on the Kido Butai. This evening we turn our attention to the Actions on June 5th and beyond which did not actually occur. The Japanese are invading Midway Island tonight so we can see just how easy [or most likely - difficult] it would have been. Of course the bombing results of 9am will be taken into account.

After the capture of El Aghala, Gariboldi the Overall Commander of all Axis forces in Africa commands Rommel to stop, his advance. Rommel knows the British are reeling back and on their heels. He disregards the orders and sends out the 3rd Recon Battalion/5th Light Afrika Division to chase the English down the coast and capture Benghazi. Pub Battles the game focuses on Corps & Divisional combat and the bigger strategic concerns of fighting an entire battle. Realistic Logistics, Fog of War and Command & Control limitations.

Both sides respective corps commanders and will have to attempt to carry out written orders by their overall commander. The tides of fate may rise and add for hilarity and suspense.

Will you take up the gauntlet, and have your chance at seeing the elephant?

Take part in this battle set in the post-apocalyptic horse & musket world of Ozz. Munchkins, Winkies, Quadlings, and others, fight for control in this fun fast-paced game. Beginners welcome. Rules will be taught. Children under 13 only with a playing adult. Players free to bring a 25-point Brigade to use in the battle.

On June 4, 1942 the Japanese 1st Air Fleet sent half its strength to strike the Midway Atoll. This is an important operation as it will determine the difficulty of the Japanese landings to take the island.

After Margaret Thatcher's election following the "Winter of Discontent" she implements a violent crackdown on labor, red elements and Scottish independence parties, escalating into a full civil war "in 1979 England. Foreign fighters and proxies flood the country in a fight resembling the Spanish Civil War. Here, the Loyalist forces are attempting to drive separatists from London, but the "Red Wedge" may have a "dirty" trick up their sleeve. A "Winter of '79" scenario.

The Red Baron's last dogfight. GM flies the red Dr.I with several German flights taking part in a multi-level mass dogfight. The Baron will have his usual ace advantages. The British pilots will be in two flights lead by Roy Brown and one other ace from the top 52. The individual winner (shoots down the Baron) gets a brand new coveted DDD Ace Advantage deck ("Fires in the Sky" or "Wings of War" edition) or a copy of "Snoopy vs the Red Baron" card game. The winning team MVP gets the HMGS medal.

Team Yankee Tournament. 95 points, custom listbuilding in play with dynamic points. 3 rounds using extended mission matrix. Full details below

Come on out and test your Army and your skills against players from around the Midwest.

Three 2 1/2hr Rounds using the Basic Mission Matrix.

Players can take a mix of any two armies from two different nations.

Depending upon what happened in morning game, the Munchkin and their allies are either still defending the road, or it is their objective. Munchkins, Winkies, Quadlings, and others, fight for control in this fun fast-paced game.

Beginners welcome. Rules will be taught. Children under 13 only with a playing adult. Players free to bring a 25-point Brigade to use in the battle.

British Askaris attack a German East African defensive position as the war rages in Europe during WWI 1915. The Germans are dug in with barbed wire and stone walls. Can they repel the British attack or will the Old Contemptibles win the day? Come and join the battle. Easy rules using unit cards. A historical battle. All ages welcome. Rules will be taught at beginning of game.

The fleet of Bartholomew "Black Bart" Roberts gets word of a large Spanish fleet making a daring dash to Spain with a collection of gold they have waited 10 years to risk running the gauntlet with! Who will prevail in this race to fortunes?

The Midway strike force will attack the Kido Butai, quickly followed by the waves of attacking planes from the American Carriers. This will also teach players how to run air operations for the Saturday Campaign. Interested gamers can also see how Return to Midway: Battle Rules works. One does not have to use the search rules to play - kind of like how many of us played Jutland back in the 60s and 70s.

After Margaret Thatcher's election following the "Winter of Discontent" she implements a violent crackdown on labor, red elements and Scottish independence parties, escalating into a full civil war "in 1979 England. Foreign fighters and proxies flood the country in a fight resembling the Spanish Civil War. Here, Loyalist forces have to descend into the tube system of London to root out the final areas of "Red Wedge" resistance. A "Winter of '79" scenario.

The Battle of Midway is entering its final phases. Despite losing three carriers, the Imperial Japanese Navy (IJN) feels it can salvage its dire situation by sinking two of the three attacking U.S. carriers. The last IJN carrier Hiryu is sending two waves of dive- and torpedo-bombers to sink the USS Yorktown. Test your mettle in simulated air combat using the popular Aerodrome® Aerial Combat Rules. Easy to learn, fun to play. Rules taught; all equipment provided. Wings and medals for valor.

British Lt Colonel John Maitland is left behind on James Island in South Carolina with 900 troops at Stono Ferry after the British were thwarted in their attempt to seize Charleston. American General Benjamin Lincoln saw an opportune moment to attack with his 1200+ troops (mainly militia). The British were dug in well, but had their backs to the Stono River with no way of retreat. Can Lincoln succeed in his "duty to attack the British in their detached state?"

The Great War game is an adaptation of Command & Colors system that brings the epic battles of World War 1 to the gaming table. Same game system as Memoir 44 only more deadly! Play with custom 3D terrain, trenches, towns, hills and nasty barbed wire.

Prepare to go over the top and see if you can cross no man's land while avoiding deadly machine guns, beastly tanks, crippling grenades, poison gas and pin-point artillery. Somme offensive was the deadliest battle in human history. Think you can survive?

After the capture of El Aghala, Garibaldi the Overall Commander of all Axis forces in Africa commands Rommel to stop his advance. Rommel knows the British are reeling back and on their heels. He disregards the orders and sends out the 3rd Recon Battalion/5th Light Afrika Division to chase the English down the coast and capture Benghazi. The fleet of Bartholomew "Black Bart" Roberts gets word of a large Spanish fleet making a daring dash to Spain with a collection of gold they have waited 10 years to risk running the gauntlet with! Who will prevail in this race to fortunes?

The Connaughton Gang is trying to "retrieve" their lost property, Marshal Ryan wants to see "the bill of sale". Bill of sale? I don't get no bill of sale. I don't need no bill of sale!!

Earlier on Friday we staged the key actions of June 4, 1942 - the bombing of Midway Island and the attack on the Kido Butai. This evening we turn our attention to the Actions on June 5th and beyond which did not actually occur. The Japanese are invading Midway Island tonight so we can see just how easy [or most likely - difficult] it would have been. Of course the bombing results of 9am will be taken into account.

Rusty Bedspring and his kin have managed to "find" some stray horses. The owners of said horses have decided to retain ownership of said horses. reposses Ryan has gathered a small posse to repossess.

Flames of War Late War 95 point tournament with custom listbuilding in play. 3 rounds, extended Mission matrix
Have you been intimidated to play this classic, epic game? Come learn how to play and share the load with another player! Your team can play as Frodo and the Free Peoples as they aim to hurl the Ring into Mt Doom or play Sauron and Saruman as they each put their plans in action to take control of Middle Earth. Great chance to learn and enjoy living the Lord of the Rings journey in your own way. New players encouraged! (Knowing the story and a bit about Middle Earth certainly helps)

Age Range	Max Tickets	Sold Count	Starts	Start Date (UTC)	Duration (minutes)
Teen (13+)	8	5	Friday at 9:00 AM	2024-10-04T14:00:00	240
Teen (13+)	6	3	Friday at 9:00 AM	2024-10-04T14:00:00	240
All Ages	7	0	Friday at 9:00 AM	2024-10-04T14:00:00	240
Teen (13+)	8	3	Friday at 9:00 AM	2024-10-04T14:00:00	180
All Ages	12	7	Friday at 1:00 PM	2024-10-04T18:00:00	240
Teen (13+)	8	2	Friday at 1:00 PM	2024-10-04T18:00:00	180
All Ages	12	10	Friday at 2:00 PM	2024-10-04T19:00:00	300
Teen (13+)	100	0	Friday at 2:00 PM	2024-10-04T19:00:00	240
Teen (13+)	4	1	Friday at 2:00 PM	2024-10-04T19:00:00	240
Teen (13+)	12	4	Friday at 2:00 PM	2024-10-04T19:00:00	240
Teen (13+)	6	2	Friday at 3:00 PM	2024-10-04T20:00:00	240
All Ages	100	0	Friday at 6:00 PM	2024-10-04T23:00:00	180

All Ages	12	4 Friday at 7:00 PM	2024-10-05T00:00:00	300
Teen (13+)	8	6 Friday at 7:00 PM	2024-10-05T00:00:00	240
All Ages	12	9 Saturday at 9:00 AM	2024-10-05T14:00:00	300
All Ages	7	5 Saturday at 9:00 AM	2024-10-05T14:00:00	240
Teen (13+)	6	5 Saturday at 9:00 AM	2024-10-05T14:00:00	240
Teen (13+)	8	1 Saturday at 9:00 AM	2024-10-05T14:00:00	180
Teen (13+)	8	5 Saturday at 9:00 AM	2024-10-05T14:00:00	240
Teen (13+)	12	4 Saturday at 9:00 AM	2024-10-05T14:00:00	180
All Ages	16	7 Saturday at 9:00 AM	2024-10-05T14:00:00	480
Teen (13+)	24	0 Saturday at 9:00 AM	2024-10-05T14:00:00	480
Teen (13+)	6	0 Saturday at 2:00 PM	2024-10-05T19:00:00	240

All Ages	12	10 Saturday at 2:00 PM	2024-10-05T19:00:00	240
Teen (13+)	8	1 Saturday at 2:00 PM	2024-10-05T19:00:00	240
Teen (13+)	8	5 Saturday at 2:00 PM	2024-10-05T19:00:00	180
Teen (13+)	8	2 Saturday at 2:00 PM	2024-10-05T19:00:00	240
Teen (13+)	12	2 Saturday at 2:00 PM	2024-10-05T19:00:00	240
Teen (13+)	6	6 Saturday at 2:00 PM	2024-10-05T19:00:00	240
Adult (18+)	8	7 Saturday at 2:00 PM	2024-10-05T19:00:00	180
All Ages	12	6 Saturday at 6:00 PM	2024-10-05T23:00:00	300
Teen (13+)	8	0 Saturday at 6:00 PM	2024-10-05T23:00:00	240
Teen (13+)	8	7 Saturday at 7:00 PM	2024-10-06T00:00:00	180

Teen (13+)	8	3 Saturday at 7:00 PM	2024-10-06T00:00:00	240
Teen (13+)	8	1 Sunday at 9:00 AM	2024-10-06T14:00:00	180
All Ages	16	8 Sunday at 9:00 AM	2024-10-06T14:00:00	480
Teen (13+)	4	4 Sunday at 10:00 AM	2024-10-06T15:00:00	240

Room	Space
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Gaming Room D2

Gaming Room A2

Gaming Room C3

Gaming Room Entry Hall

Gaming Room D1

Gaming Room Entry Hall

Gaming Room B2

Gaming Room D2

Gaming Room A3

Gaming Room A1

Gaming Room A2

Gaming Room B1

Gaming Room B2

Gaming Room Entry Hall

Gaming Room B2

Gaming Room C3

Gaming Room A2

Gaming Room Entry Hall

Gaming Room B3

Gaming Room C2

Gaming Room Battlefront Tournament Room

Gaming Room Battlefront Tournament

Gaming Room A2

Gaming Room D1

Gaming Room D3

Gaming Room Entry Hall

Gaming Room B3

Gaming Room A1

Gaming Room A3

Gaming Room B1

Gaming Room B2

Gaming Room D3

Gaming Room C2

Gaming Room Entry Hall

Gaming Room C2

Gaming Room Battlefront Tournament Room

Gaming Room A3

Rules - indicate the name of the published rules or if home brewed write Homebrew

Homebrew

Fate of Battle

Modified Pub Battles

Steve Fratt: Return to Midway

Homebrew

Steve Fratt: Return to Midway

Jagdpanzer 2nd Edition

Homebrew

Aerodrome® 2.0 Aerial Combat Game

Wars of Eagles and Empires
Bolt Action

Jagdpanzer 2nd Edition

Steve Fratt: Return to Midway

Jagdpanzer 2nd Edition

Modified Pub Battles

Wars of Ozz

Steve Fratt: Return to Midway

Force on Force

Fires in the Sky

TeamnYankee v2

Flames of War

Wars of Ozz

Homebrew

WizKidz - Pirates of the Spanish Main

Steve Fratt: Return to Midway

Force on Force

Aerodrome® 2.0 Aerial Combat Game

Redcoats in the Wilderness

Memoir 44

Jagdpanzer 2nd Edition

WizKidz - Pirates of the Spanish Main

Dead Man's Hand

Steve Fratt: Return to Midway

Dead Man's Hand

Flames of War v4 Late War

Table Size	Will you require a
4 x 6	No
6 x 10	Yes
A larger table (must run a minimum of 3 events or special approval to receive)	Yes
6 x 10	No
6 x 10	Yes
6 x 10	No
A larger table (must run a minimum of 3 events or special approval to receive)	Yes
4 x 6	No
6 x 10	Yes
6 x 10	Yes
4 x 6	No

A larger table (must run a minimum of 3 events or special approval to receive) Yes

6 x 10 No

A larger table (must run a minimum of 3 events or special approval to receive) Yes

A larger table (must run a minimum of 3 events or special approval to receive) Yes

6 x 10 Yes

6 x 10 No

6 x 10 Yes

6 x 10 No

4 x 6 Yes

4 x 6 Yes

6 x 10 Yes

6 x 10 Yes

6 x 10 No

6 x 10 No

6 x 10 Yes

6 x 10 Yes

4 x 6 No

4 x 6 Yes

A larger table (must run a minimum of 3 events or special approval to receive) Yes

6 x 10 No

4 x 6 No

6 x 10

No

4 x 6

No

4 x 6

Yes

Walk-on Friendly?	Battle Scale	Figure Scale
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Players welcome even if full	Tactical	Other
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Strict player count	Operational	10mm
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Strict player count	Other	Other
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Players welcome even if full	Tactical	3mm
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Players welcome even if full	Skirmish	28mm
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Players welcome even if full	Tactical	3mm
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Players welcome even if full	Tactical	15mm
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Players welcome even if full	Tactical	Other
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Strict player count	Tactical	Other
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Strict player count	Operational	25mm
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Players welcome even if full	Skirmish	25mm
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Players welcome even if full	Tactical	15mm
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Players welcome even if full	Tactical	3mm
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Players welcome even if full	Tactical	15mm
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Strict player count	Other	Other
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Strict player count	Operational	28mm
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Players welcome even if full	Tactical	3mm
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Players welcome even if full	Skirmish	28mm
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Players welcome even if full	Skirmish	6mm
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Players welcome even if full	Other	15mm
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Strict player count	Tactical	28mm
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Strict player count	Operational	28mm
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Players welcome even if full	Skirmish	28mm
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Players welcome even if full	Tactical	10mm
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Players welcome even if full	Tactical	3mm
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Players welcome even if full	Skirmish	28mm
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Strict player count	Tactical	Other
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Strict player count	Skirmish	15mm
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Strict player count	Grand Tactical	20mm
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Players welcome even if full	Tactical	15mm
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Players welcome even if full	Tactical	10mm
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Players welcome even if full	Skirmish	28mm
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Players welcome even if full	Tactical	3mm
Players welcome even if full	Skirmish	28mm
Players welcome even if full	Other	15mm