

THE LOCAL
NEWSLETTER
FOR THE
MINIATURE
WARGAMING
ENTHUSIAST

HMGS-Midwest



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BOD Update - Fall 2015 by Steve Fratt

Greetings fellow wargamers and historians!

The Civil War reenacting community in Chicago has wrapped up its 150th Anniversary season of the Civil War out at the Dollinger Farm in Minooka, IL. We did Sailor's Creek on Saturday and Appomattox on Sunday. I designed the scenarios and commanded the Federal forces. It would be interesting someday to engage in a hybrid action of some sort. We have had reenactors come to the Lincolnshire Little Wars and we are seeing what we can do to have a variety of reenactors come to the Westin for Little Wars 2016. Still working on the details - weapons, policies, insurance.

Speaking of insurance, we welcome Keith Hanson as our new legal consultant. Keith and his sons are long time gamers. Some of you may have crossed Keith's path back in college days in Madison. More recently, Keith acquired beautiful Napoleonic armies in 15mm painted by Norm Flam of Pennsylvania. He practices law in Barrington, IL and hosts gaming

from time to time at the *Chez Hanson*.



Kevin Cabai [with Lorraine] and I have been busy promoting HMGS-Midwest at Gen Con Indy and at What-Khan as well [run by our own board members Antina and Mike Pennock]. Other HMGS members showed up included Jeff Cohen, John Bobek and Jeff Gully. Our presence was welcomed and we hope that HMGS-Midwest can support the convention in the future.

HMGS-Midwest Around the Region

We plan to attend Gary Con, Adepticon, Nexus, and Gen Con as well. That

means HMGS-Midwest will have a presence in Wisconsin and Indiana. How about Michigan, Iowa, Ohio, and Minnesota? If you know of a good sized convention needing some premium games, let us know.

Since 2016 is the anniversary of the Alamo, my original intention was to run a 3mm/6mm Alamo game at Little Wars this coming year. Then I went to the Chicago Toy Soldier Show and I am now working on a special pair of games just for Little Wars. I am calling them the "President's Games - Fifty Years of Playset Fun." 2016 marks the 180th anniversary of the Battle of the Alamo and the 61st anniversary of the beginning of the historical playset era. Louis Marx playsets, which dominated the Big Toy Box at Sears from 1955 to 1965, were eventually chased out of the catalog by G.I. Joe and James Bond. The first big playset to attract national attention in 1955 was Davy Crockett at the Alamo, of course!

BOD Update - Fall 2015 by Steve Fratt

I have been collecting 54mm troops and buildings for the Alamo for quite some time. Many of you will be familiar with the Conte Collection [my Saving Private Ryan game is Conte at the core]. Toy Soldiers of San Diego is coming out with buildings for the entire Alamo compound to supplement what Conte showcased years ago. So I am going to be laying out a 16' x 16' painted Alamo compound on the floor on Sunday in the Fletcher Pratt gaming space in the main ballroom. We will see how many of the 1200 assaulting Mexicans the 185 Texans can take out as they are overwhelmed. We have seen the Alamo in this scale before with Tim Deichl's wonderful "Houston We Have a Problem." I am offering an Alamo designed after Mark Lemon's scale model and the players will choose between several different scenarios. Perhaps I will command the Alamo garrison and take on all comers! I often do that with my students.

The compound will be well-painted but I am going to use unpainted toy soldiers as a nostalgic throwback to those days in the 60's when we played on the floor with Louis Marx's playsets [don't worry old gronards, we can sit in chairs and will have help on the floor]. I intend the game to function in several ways: walk down memory lane, attempt to draw the Toy Soldier playset collectors to our convention, and a chance for the young *paduwan* learners to have fun with their parent's by knocking around with unpainted troops on the floor. I hope to present our old 1960s games they way they could have been - lots of great-looking terrain, hundreds of toy soldiers, and fun rules with lots of action.

Once I got thinking along 54mm scale for the Alamo, I saw my Rorke's Drift playset look longingly at me from the rafters of the garage - it called out to me saying, "I want to join in as well!" I picked this Conte set up back in 2013 at Gettysburg during the 150th celebration. Surely it deserved a play as well. Imagine, hundreds of Zulus descending on 140 British defenders, but what rules will work? Joe Miranda's *Zulus on the Ramparts* turned out to be a perfect engine to drive this scenario. Each of the 17 Victoria Cross recipients are present directing the defense. Even "Dick" the canine mascot is there as well. This solitaire adapts well as a team challenge game. We tried it at Games Plus weeks ago as a last minute replacement game and he had a real hoot. Lots of fun re-living the movie, but we also learned a few things as well while running the defense. We even sang a rousing rendition of "Men of Harlech!" So I will be running this game on Friday night in the Fletcher Pratt area - plenty of room to maneuver and take panoramic shots. As the one of the President's Playset Games, we want to make a special invitation to young people to game this one with their folks.

As we approach Little Wars 2016 I encourage gamers to see Zulu Dawn, Zulu, and all the Alamo movies as a prelude to the convention. Whether you play in this game or not, I hope to take us all back to the 1960s to see the playsets we all wish we had.

That's it for now - Have fun during the holidays and "let the dice decide, but *may the odds ever be in your favor!*"

See Pictures on Page !

Little Wars 2016 Update by Steve Rysemus

As you all know we move into our new venue in 2016, the Westin Lombard Yorktown Center in Lombard IL. This is a great facility. We will have three rooms, the Grand Ballroom will house our events. The Junior Ballroom will house the dealer room, and the Lilac Room will house our Flea Market and War College.

Event submission is already open, and I have received events already. Feel free to send your events in now. The room block is also open. Rooms are \$119.00 per night, but you will not have to ever leave the building! Plenty of parking and we are planning activities for spouses as well.

I have already received Aerodrome events covering WWI, WW II, and Korea. Several Check Your Six events, Crusades, Knights, and Hammers Slammers events.

All details on how to send in events and the link to reserve your room at the Westin.

Please consider volunteering some time onsite at the convention. All staff members do not get paid, and volunteer all of there time to put on this great convention.



Little Wars

The Great Northern War, 1700-1721 by Steve Kling

As History and for Gaming

"Danger is part of the friction of war. Without an accurate conception of danger we cannot understand war." —

Major Gen. Carl von Clausewitz

"I feel that my destiny is in the hands of the Almighty. This belief, more than any other facts or reason, makes me brave and fearless as I am." —

Major General George Armstrong Custer —

Ask most Midwesterners (or any United States citizen for that matter) about the Great Northern War and many will give you a blank stare or say, "Wasn't that war a fight over the Great Northern Railroad or a minor Canadian revolt in the 1870s?" Some less than flattering answers have also emerged. In fact, the war was fought in Northern Europe from 1700-1721 and profoundly changed the political landscape of the area in ways still felt today.

While in my early teens, my interest in the war sprang from discovering a book at the library about one of the primary personalities of the war, Charles XII. The book, aptly entitled *The Sword Does Not Jest*, covered the life of Charles XII who was thrust into a twenty-one year war at the young age of seventeen. Two eminent historians, Edward Shepherd Creasy and J.F.C. Fuller, recognized the climactic Battle of Poltava during the war as a decisive battle of history. By the end of the war, the Swedish Empire and its Age of Greatness was over, the Polish and Danish empires began to decline, and Peter the Great had established Russia as a major European power. This feat by Russia is much more appreciated when one recognizes the military genius of Charles XII and what he was able to accomplish on the battlefield. It is true that no army under his direct command was ever defeated on the battlefield.

J.F.C. Fuller probably wrote the most apt succinct description of Charles XII (though some bias of admiration is apparent) in his exceptional multi-volume history, *A Military History of the Western World, Volume Two*:

*Born on June 17, 1682, Charles was knight errant and berserker in one. He lived for war, loved its hardships and adventures even more than victory itself, and the more impossible the odds against him, the more eager he accepted them. Wrapped in an impenetrable reserve, his faith in himself was boundless, and his power of self-deception unlimited - nothing seemed to him to be beyond his reach. The numerical superiority of the enemy; the strength of his position; the weariness of his own troops; their lack of armament or supplies; foundering roads, mud, rain, frost and scorching sun appeared to him but obstacles set in his path by Providence to test his genius. Nothing perturbed him, every danger and hazard beckoned him on. High-spirited, but always under self-control, faithful to his word and a considerate disciplinarian, from the moment he took the field he became a legend to his men, **un etandard vivant** which endowed them with a faith in his leadership that has never been surpassed. His fearlessness was phenomenal, his energy prodigious, and added to these qualities he possessed so quick a tactical eye that one glance was sufficient to reveal to him the weakest point in his enemy's line or position, which at once he attacked like a thunderbolt. Such was the boy king whose Baltic provinces the self-indulgent Augustus and the boorish Peter over their wine-cups had decided to filch and divide between themselves.*

From an audacious landing at the Danish capital at the start of the war, to the attack on the fortified Russian siege lines at Narva against an army five times his size under cover of a blizzard and throughout the war, until his controversial death at a siege in 1718, Charles XII displayed an almost unparalleled military career. That is not to say, however, that other participants in the war did not exhibit military prowess as well. In fact, Peter the Great learned from his defeats by the Swedes.

The Great Northern War, 1700-1721 by Steve Kling

He rebuilt his army and used defensive tactics to be able to eventually offer battle to the Swedes, at least in battles where his Russian army had superior numbers. The Saxons, the Danes at sea, and the Prussians during their brief participation in the war, all had significant success against the Swedish juggernaut as the war wore on. Toward the end of the war, and with the Swedish "Mars" killed by a bullet through his skull, Sweden was exhausted and bankrupt, and could no longer raise armies to fight against its countless enemies.



(Poltava Campaign Map from *Great Northern War Compendium*)

The Battle of Poltava was the penultimate battle in the war. Charles had knocked Denmark, Saxony, and the Polish-Lithuanian Commonwealth (other than some rebels) out of the war and planned to bring his last opponent, Russia, to its knees by an invasion. He contemplated an initial thrust on Moscow, but instead wheeled south to join new Cossack allies in the Ukraine and to escape the harsh Russian winter as the campaign stalled. A linking army under Lewenhaupt from Riga which was following Charles, was intercepted by the Russians with the armies engaging in battle at Lesnaya. And although that battle was arguably a draw, the aftermath undeniably resulted in destruction of the Swedish supply train and depletion of forces by Cossack harassing attacks, causing it to turn into a major Russian victory. A key setback in the Polish-Lithuanian Commonwealth by Charles' allies at the Battle of Koniecpol also shut off his source of reinforcements and re-supply. The Russians' devastation of the lands of the Cossacks who had allied with Charles, also deprived the Swedes of essential food supplies and lodging for the winter, further reducing the army's size and effectiveness. As spring approached, Charles determined that he needed a decisive victory and besieged the important Russian town of Poltava in the Ukraine. The siege was a half-hearted effort designed to bring the main Russian army to battle as it was expected to come to try to break the siege.

The Russians under Peter did indeed move to the relief of Poltava and despite a three-to-one superiority in numbers, cautiously approached using a string of defensive encampments to protect themselves from the aggressive-minded Swedes.

"The measure may be thought bold, but I am of the opinion the boldest are the safest." —

Admiral Viscount Nelson —

"Few men are born brave; many become so through training and force of discipline." —

Flavius Vegetius Renatus —

The Great Northern War, 1700-1721 by Steve Kling

Despite his victory at Lesnaya, Peter likely knew the Swedes at Lesnaya were mostly reserve troops and were not commanded by a leader such as Charles. During one of the skirmishes around Poltava, Charles was seriously wounded in the foot and went into fever. Considering the fact that Charles always wanted to be at the forefront of any action and made inspections of positions himself instead of his subordinates, it is surprising he was not wounded more often. A few weeks before, he had been hit on the back by a dead cat thrown from the Russian walls while he was inspecting the Swedish trenches around Poltava, which just as easily could have been a grenade.

"A battle sometimes decides everything; and sometimes the most trifling thing decides the fate of a battle."

--Napoleon --.

"I have always regarded the forward edge of the battle as the most exclusive club in the world."

--General Sir Brian Horrocks --.

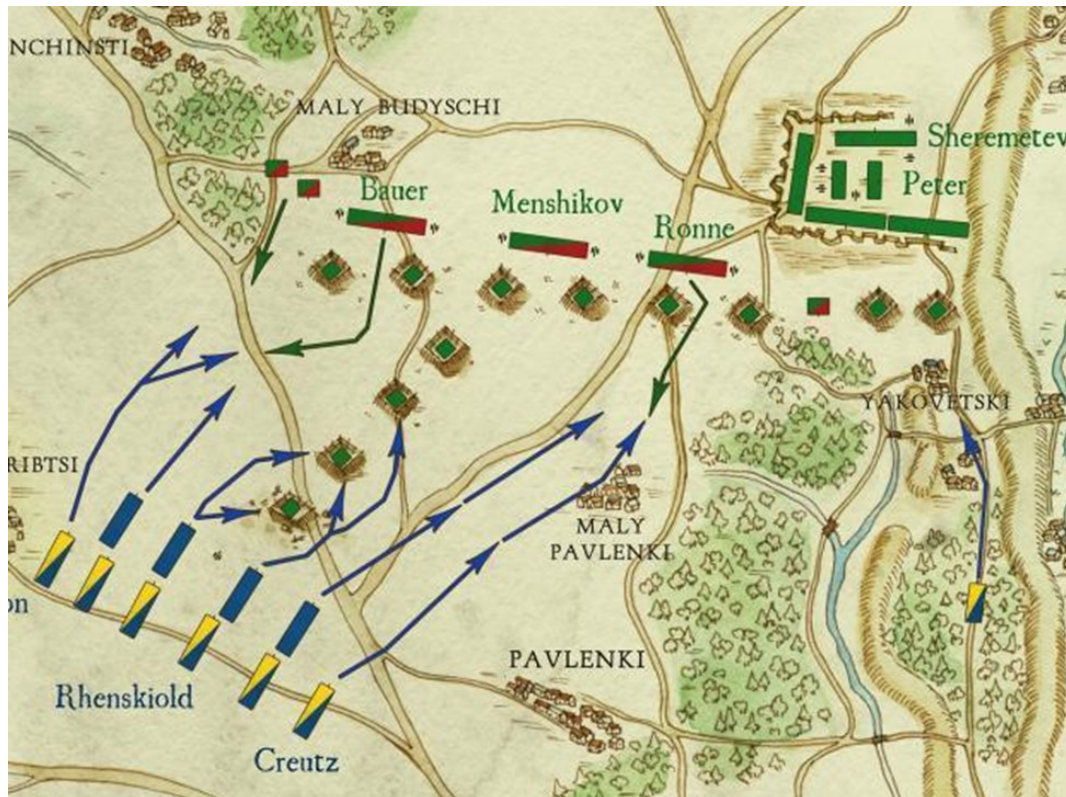
This turn of events not only incapacitated Charles, but also caused the Swedish morale to sink even further. Upon hearing this news, the Russian confederates grew and moved toward the Swedish army where they built a fortified camp not far from the Swedish positions. A bedside meeting between Charles and his generals resulted in a decision that an attack on the nearby Russians could not be delayed due to Charles' injuries, so a plan for a surprise attack on the Russian camp similar to that at Narva was put into place. The attack would be led by Swedish General Rehnskiöld who, unfortunately, did not completely share the contemplated plan of attack with all of his subordinate generals. Not only that, but he and Lewenhaupt (another Swedish general of Lesnaya fame who finally arrived with a number of ragtag survivors in tow), who was given a senior command position, did not get along at all. As the Swedish soldiers gathered in the predawn to attack, they discovered the Russians had built a series of redoubts in the passageway between the woods to the Russian encampment. Ten redoubts laid out in a giant "T" faced the Swedes. Each redoubt was manned with several hundred Russian infantry and some artillery pieces and all were completed except for the closest one that was still being constructed. Just beyond the redoubts were about 10,000 Russian dragoons and some horse artillery. In the encampment were 25,000 more infantry, plus scattered Cossack regiments. The Swedes numbered around 18,000 men. Surprise was no longer an option.



(The Swedish attack on the Russian redoubts by Mitchell Nolte from *Great Northern War Compendium*)

The Great Northern War, 1700-1721 by Steve Kling

It was too late to call off the attack. The Swedish plan was to pass through the redoubts as quickly as possible, scatter the Russian cavalry beyond, and attack the encampment. In the early morning hours, orders were relayed, though it is uncertain if they were all received or understood. Despite the huge numerical disparity, the Swedes were confident in victory since they had regularly prevailed against superior Russian forces, and these Swedish forces had never before been defeated. Although Charles did not command, he was carried in a litter to inspire his army.

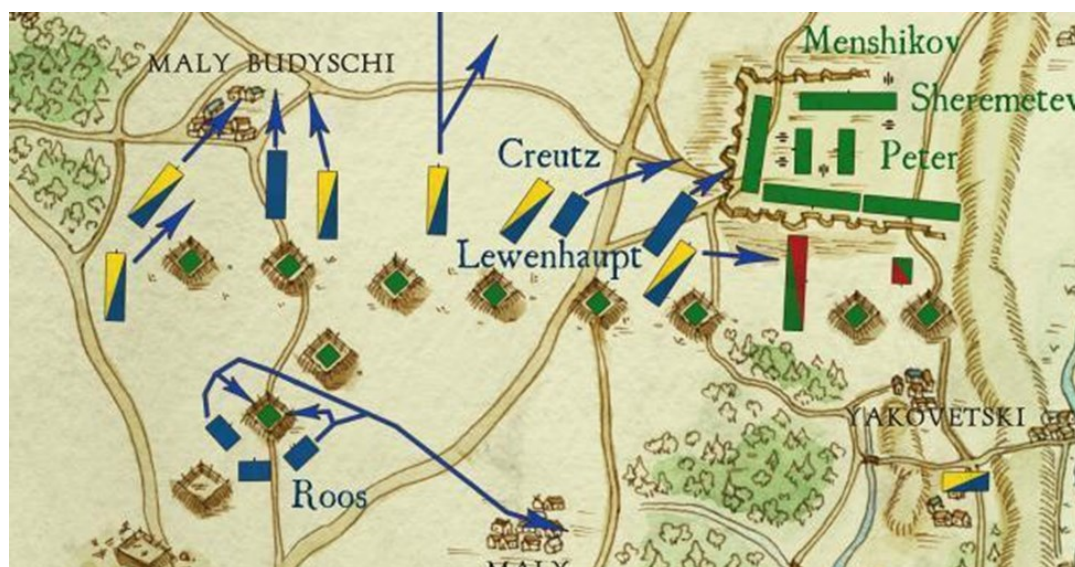


(Poltava, deployment for the initial attack from *Great Northern War Compendium*)

The Swedes formed in six columns of infantry and six of cavalry. The proportions of infantry and cavalry were roughly the same. Except for a couple of light guns, the artillery stayed in the Swedish camp to the south with some dragoon regiments, with the expectation of possibly joining the battle at a later destination. The cavalry and Swedish infantry columns on either side of the centerline of redoubts followed orders, but part of the center columns of infantry became embroiled in a senseless assault on the forward redoubts, attacking them each in succession. Losses were substantial and by the time the third redoubt was attacked, Swedish Commander Roos realized the main Swedish body was nowhere in sight and paused to locate them. He had almost a third of the Swedish infantry with him and later claimed his orders were not clear. He retreated to the nearby woods to regroup, but was attacked by the Russian troops Peter sent from the encampment to relieve Poltava and to stop any Swedish reinforcements from entering the Swedish camp. Roos retreated farther away from the Swedish main army down toward Poltava, ultimately holing up in an abandoned Swedish redoubt near Poltava. When Russian artillery approached and trained their guns on the redoubt, Roos was forced to surrender.

The Great Northern War, 1700-1721 by Steve Kling

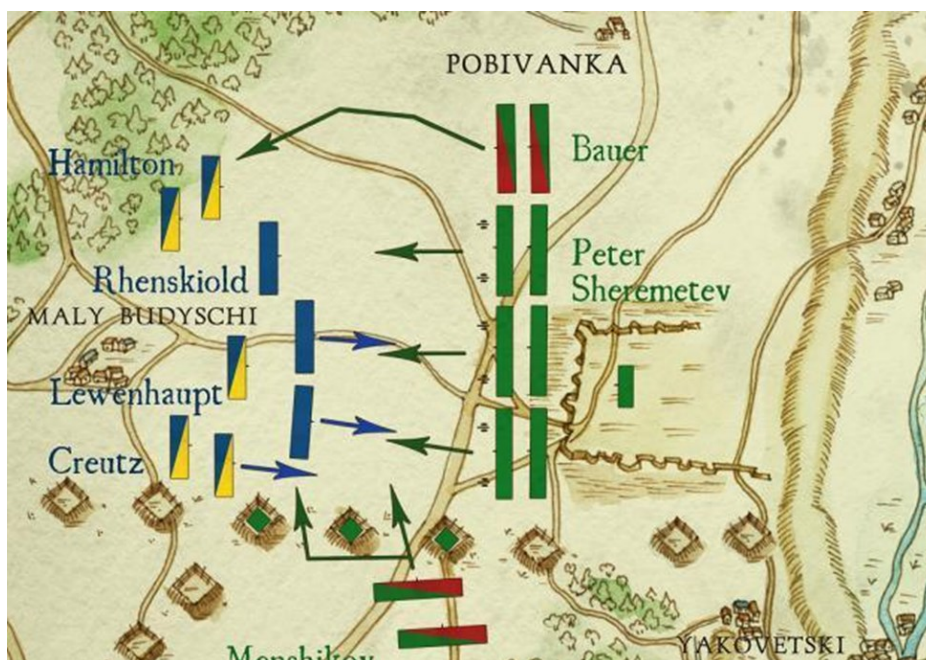
"After all, the most distressing and the most expensive thing in war is — to get men killed"
-- Major-General J.F.C. Fuller--.



(Roos' infantry entangled with the redoubts from *Great Northern War Compendium*)

The main Swedish force had moved through the redoubts and did indeed scatter the Russian dragoons beyond, seriously wounding one of the Russian cavalry generals. Peter ordered the dragoons to retreat despite the pleas of his main cavalry general, Menshikov. Rhenskiold called back an initial attack on the Russian encampment by Lewenhaupt to allow the Swedes time to regroup. This decision has been critically challenged as a tactical mistake. The Swedes rested and reformed outside the Russian encampment waiting for Roos. Messengers were sent out to Roos and the Swedish camp, but not one of them was able to get through. Several crucial hours were wasted waiting for Roos.

"The success of my whole project is founded on the firmness of the officer who will command it."
-- Frederick the Great--.



(The battle in front of the encampment from *Great Northern War Compendium*)

The Great Northern War, 1700-1721 by Steve Kling

The Russians, in turn, regrouped and, to the shock and disbelief of the Swedes, began to march out of their encampment to meet the Swedes in open battle. The Russian infantry assembled in two wide lines studded with cannons. Russian cavalry was on the flanks; farther north was a harassing body of Russian Cossacks. The Swedes quickly moved to form their lines, but their cavalry was not fully in place when the Swedes ordered an advance. The Swedish infantry line was thin and stretched as its numbers without Roos' battalions were small and inferior to those of the Russian infantry. The hope was to catch the Russians not fully organized and crush the large body of Russian infantry back against their encampment. The standard Swedish charge with cold steel was ordered but, unlike many other battles, the Russians held firm with their cannons firing canisters that ripped and decimated the advancing Swedish infantry lines. Soon, the unheard of occurred. The Swedish advance was stopped and in retreat. The Swedish cavalry unsuccessfully tried to redress the situation, but the infantry could not be rallied. Chaos ensued with Rehnskiöld, who vainly attempted to rally his troops, and other senior Swedish officers being captured.



(Poltava by Denis Marten the Younger; note the Russian encampment on the left, the redoubts vaguely in the distance in the center and the town of Poltava in the distance on the left)

Charles and the remainder of his army made it back to the Swedish camp and organized a retreat. The Russians were so elated with their victory that an immediate pursuit was not ordered. They ultimately did, however, pursue with a sizeable force of dragoons and loyal Cossacks, which caught up with the Swedes at Perevolochna. Against orders, Lewenhaupt surrendered the entire Swedish army after Charles, several hundred Swedes, and some Swedish allied Cossacks had crossed the Dnieper River into Ottoman Turkish territory seeking sanctuary and assistance. After the surrender, Peter returned Rehnskiöld's sword and invited him and a few other Swedish generals to a victory dinner where he complimented the Swedes as being teachers to the Russian army. With the Battle of Poltava, Sweden was put on the defensive as Denmark and Saxony re-entered the war, along with Prussia and Hanover, to obtain Swedish territory. Polish rebels were able to gain control over the Polish-Lithuanian Commonwealth and blocked Charles' path back to Swedish territory. The war, however, was far from over. Charles made a dramatic return to Swedish territory in disguise where he raised new forces. The war and the legend of Charles continued until his death in 1718, which led to peace in 1721.

The Great Northern War, 1700-1721 by Steve Kling

"After all, the most distressing and the most expensive thing in war is — to get men killed"

-- Major-General J.F.C. Fuller--.

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-- Frederick the Great--.

While Poltava is one of the more famous battles, the Great Northern War was full of battles, sieges, and other major events of interest. The war was fought across Denmark, Poland, Lithuania, Northern Germany, Russia, Finland, Norway, and Sweden, and its participants included Sweden, Russia, Denmark, the Polish-Lithuanian Commonwealth, Saxony, Hanover, and Prussia, as well as Cossacks and Ottoman Turks.

While most countries' armies were uniformed along western, Poland and Lithuania still fielded plate-armored hussars and pancerni cavalry with chainmail armor during the war. The war also saw advances in bayonets and artillery. Unlike the continent, armies of the Great Northern War had a large cavalry component with the Russians and Swedes still using pikes. The Swedes had perfected effective "Ga Pa" tactics that primarily utilized closing with cold steel instead of volley fire, which was only countered in part by stronger use of defensive positions and artillery. Later in the war, the Swedes pioneered major improvements in artillery proficiency.

Over the years, I have established relationships with various of the European experts on the war since information on it in the English language is extremely limited. Studying battle maps, orders of battle, and getting reliable information, in most cases, could only come from these European experts. I have always wanted to see more publications on the war in English and, as luck would have it, one day I was approached and asked if I would consider publishing a book on the war if I could gather additional experts to write articles. Thinking this would be a small project, I agreed. The project grew in epic proportions as word got out in Europe and, before we knew it, we had essays being written on every army in the war, every major land battle, every major personality, and many events, in most cases written by national experts on their topics. A number of these topics have little, if any, coverage in English. A book with that information needed massive illustrations, so new battle maps and battle scenes were commissioned for the book to add to museum images, author photos, and other period maps and battle art. The project soon grew to seventy-three articles, written by forty-three international authors from eleven different countries, and will be published in two volumes of approximately 325 pages each. Given my background in historical gaming, I felt the books needed to be complemented by a game, so a tactical game covering eight major battles of the war was also produced. The game provides a system that can be used easily with miniatures, and includes tactical cards to help vary game play.

The books, *Great Northern War Compendium Volume One and Volume Two* and the game, *Fields of Battle, Volume 1: The Great Northern War* will be available in January 2016. The books and game will be published by The Historical Game Company, LLC d/b/a THGC Publishing, a new company located in St. Louis, Missouri. Information on the books and game can be found at the company website: www.thehistoricalgamecompany.com and on the company Facebook page: https://www.facebook.com/The-Historical-Game-Company-LLC-and-THGC-Publishing-1458809827724208/?notif_t=page_user_activity

Available Miniatures. For those interested in miniatures for the war, the last few years have seen a number of ranges. In 40mm, there is Prince August and in 28/25mm the manufacturers include: Footsore Miniatures, Reivers Castings, Siege Works Studios (Outland Games) and Warfare Miniatures (League of Augsburg). In 15mm there are CP Models and Blue Moon Manufacturing. In 10mm there is Pendraken Miniatures and in 6mm there is Baccus Miniatures.

About the author: Steve Kling—Owner/CEO The Historical Game Company, LLC and THGC Publishing [Www.thehistoricalgamecompany.com](http://www.thehistoricalgamecompany.com)

Member Benefits by Kevin Cabai

Member Discounts:

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As a value addition to our membership, any member in good standing will be able to get a 10% discount on anything in the store from 5 PM until closing that day. You will need to have your Current HMGS-MW membership card in order to qualify for this discount. See Games Plus site for schedules and times.

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-- Major-General J.F.C. Fuller--.

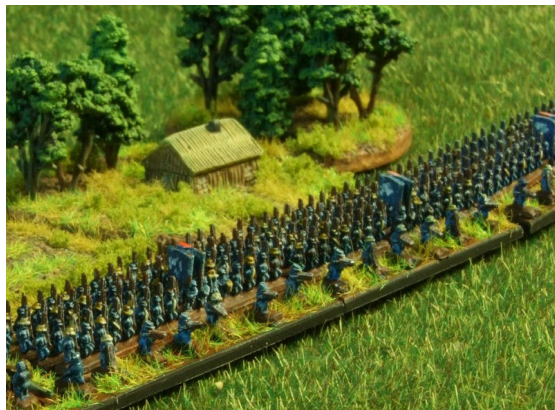
"The success of my whole project is founded on the firmness of the officer who will command it."
-- Frederick the Great--.



PicoArmor is dedicated to war-gaming at the 1/600 scale. We are offering Oddzial Osmy (08) miniatures and SPC Buildings as our lead products.



Oddzial Osmy offers well over 500 Modern and WW 2 products in the 3mm scale.



Oddzial Osmy's has an American Civil War, and includes line infantry, skirmishers, cavalry, and artillery.



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"After all, the most distressing and the most expensive thing in war is — to get men killed"
-- Major-General J.F.C. Fuller--.

"The success of my whole project is founded on the firmness of the officer who will command it."
-- Frederick the Great--.

Tod Kershner's Games: Email: tkershner@charter.net website: facebook.com/todkershnersgames

Pig Wars 4th Edition: easy man to man skirmish rules for the ancient and medieval period.

Also available in a printed format from onmilitary-matters.com



Pig Wars has been a very popular game since 1989. This new edition includes 4 scenarios, a late medieval variant for the 14-15th centuries and "A Dash of Sage" including random cards to add unexpected events to the mix. 73 colorful pages. \$11.95.

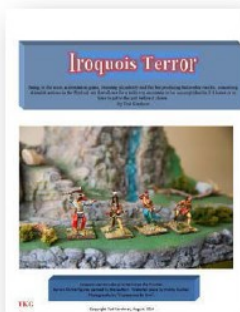
Samurai Knight Fever: Easy army level rules for Japan's Age of Battles 1550-1615. Will work with any figure mounting system. Free.

Samurai Knight Fever

Easy army level miniature rules for Japan's Age of Battles, 1550-1615
Designed to work with any mounting system and any army figures
By Tod Kershner



Iroquois Terror: easy flintlock era skirmish style rules for individually mounted figures. Will work for Marlborough through Wellington. \$8.00.

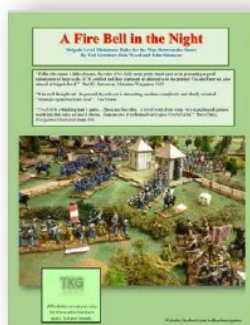


Warfare at Sea in the Age of Reason: easy rules for ship to ship or ship to shore combat during the sailing ship era.

Includes campaign rules. \$8.00.

Future products.

A Firebell in the Night: brigade level rules For the American Civil War. Will work with any mounting system.



WARFARE AT SEA
TO THE
AGE OF REASON



Miniature rules for the Age of Sail for stand alone scenarios or in a campaign context.
by Tod Kershner and Dale Wood



Coming sometime by 2016.

By the Sword Decided: FromHastings to Bosworth: easy army level rules for the later middle ages. Will work with any mounting system



mounting

Warfare in the Age of Reason: 3rd Edition.

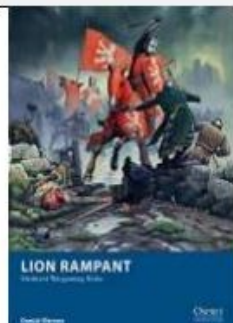
Warfare in the Age of Napoleon: 2nd Edition.

TKG
IKE

Affordable miniature rules
for those who like them
quick, fun and bloody.

CAMARADERIE

Ladies Miniatures Gaming Club



Date: *Second Saturday of every month*

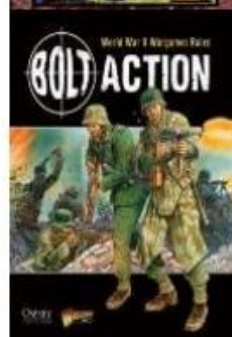
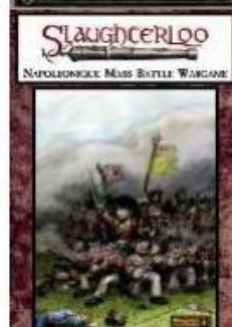
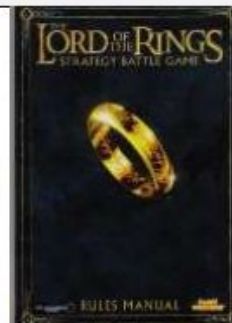
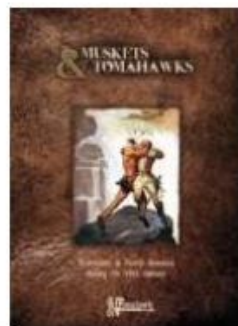
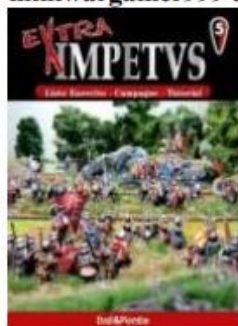
Game Time: 1pm (sharp)

Ladies first come first serve basis -- so please check in as soon as you arrive inside the game room.

Location: GAMES PLUS
(Mount Prospect, Illinois)

*The intent of **Camaraderie** is to introduce ladies to the wonderful world of miniatures gaming. Only 1 game will be featured each month at this time and should last approximately 3 hours. This is absolutely free of charge and is a non-competitive environment. Beginners are welcome and rules will be taught at each meeting. Just bring yourself and come join in on the fun. Good sportsmanship conduct expected at all times. Ladies under the age of 16 must be accompanied by an adult at all times.*

Please contact Nina if you have any questions at [miniwargamer999](mailto:miniwargamer999@hotmail.com) at Hotmail dot com



Look for the HMGS-MW sponsored events at:



Winter War

January 29 — 31, 2016



March 3 - 6, 2016



Mar 31 - April 3, 2016



May 27 - 30, 2016



April 29—May 1, 2016



August 4 - 7, 2016



Oct 21 - 23, 2016

"I had the happiness to command a band of brothers"

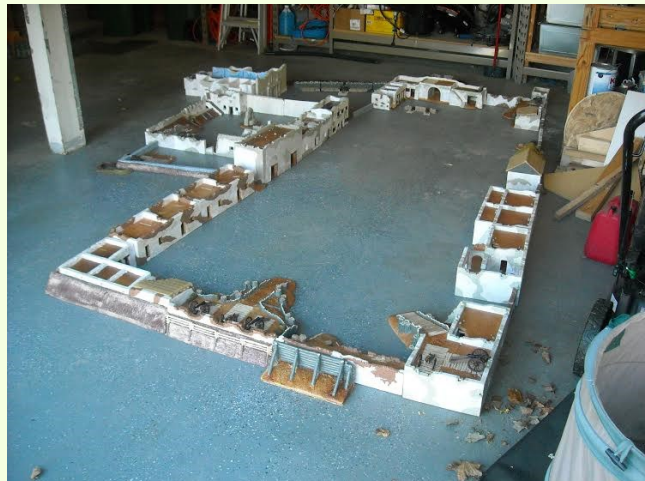
-- Admiral Lord Horatio Nelson--.

"No matter what may be the ability of the officer, if he loses the confidence of his troops, disaster must sooner or later ensue."

-- General Robert E. Lee --.

BOD Update by Steve Fratt

Pictures of the Alamo Game by Steve Fratt



54mm laid out on the floor.

A Parent Child game for Little Wars 2016

The President's Game



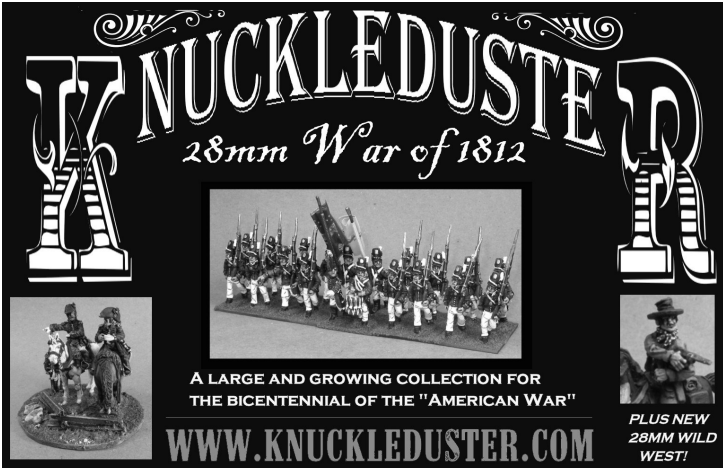


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The Little Wars 2016 Room Block is Now OPEN!
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Questions? Submissions?
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Gaming Opportunities

Little Wars 2016

Apr 29-May 01, 2016, Westin Lombard Yorktown Center, Lombard, IL
<http://www.hmgsmidwest.com/main%20LW.html>

Games Plus Historical Miniatures Night

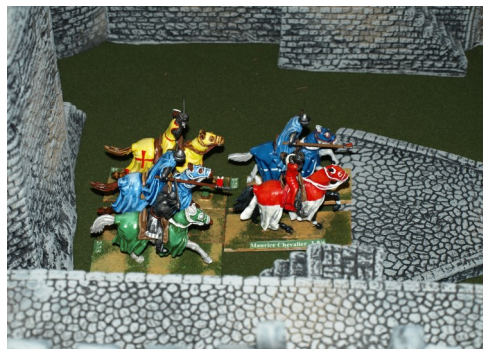
Second Friday each month, Mt Prospect, IL
<http://www.games-plus.com>

Games Plus WW II Miniatures Night

Each Wednesday, 6:00pm, Mt Prospect, IL <http://www.games-plus.com>

Camaraderie—Ladies Miniatures Gaming Club

Second Saturday each month, Mt Prospect, IL at 1:00pm
<http://www.games-plus.com>



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