



HMGS-PSW

# Historical Miniature Gaming Society-Pacific Southwest Mini-Wars 2021

Two Days of Fun that will be History!

Titan Student Union

800 North State College Boulevard, Fullerton, CA 92831

Saturday October 9th from 9:00AM until Midnight

Sunday, October 10th from 9:00AM–8:00PM



## Mini Wars 2022

Two days of Historical Fun

Tentatively Scheduled for the

Second Saturday in October 2022

Keep this program as a reminder and  
a memento.

# GENERAL PATTON MEMORIAL MUSEUM

PLEASE NOTE:  
THIS YEAR'S  
EVENT WILL BE  
SCALED DOWN  
FOR SAFETY  
PURPOSES.  
MASKS WILL BE  
REQUIRED AND  
ENTRY WILL BE  
LIMITED. WE  
HOPE YOU  
UNDERSTAND  
THAT WE VALUE  
YOUR SAFETY .  
GOD BLESS  
AMERICA AND  
OUR VETERANS



**Thursday, November 11, 2021**

# Veterans Day



HONORING ALL WHO SERVED

## OPENING OF THE BARKER FOUNDATION LIBRARY



PLAQUE  
PRESENTATION  
BY SONS OF  
THE GOLDEN  
WEST

FORMER SHERIFF STAN  
SNIFF WILL SPEAK AND  
IN THE USO THEATER  
ROOM

HONORING FIRST  
RESPONDERS WITH  
THE 2021 PATTON  
AWARD

HONORING JESSIE  
MCKEEVER WITH THE  
2021 FOUNDER'S  
AWARD



UNVEILING PLAQUES  
HONORING THE 13 SERVICE  
MEMBERS KILLED IN KABUL  
AT 11:00 AM

For Event Info please call us at 760-507-4143

HMGS-PSW Bolt Action Tournament  
See [hmgpsw.org](http://hmgpsw.org) for more info

The General Patton Museum is located 30 miles east of Indio on Interstate 10 at Exit 173

## Message from the President



Welcome to Mini-Wars 2021! We have gone through great efforts to make this the best miniature gaming experience for all attendees. But first, for those of you who do not know me, an introduction. I began playing miniature games when I was ten or eleven years old in the early 1970s. My friend Johnny Rayburn and I began purchasing and painting Airfix Napoleonics. We had what we thought were great looking models, but we did not have any rules to play a game. We went to the Library and checked out Donald Featherstone's wargame rules. We did not have photo copiers yet, so I typed the rules, word -for-word, for Napoleonics. Overtime, I came to realize that my real wargaming passion is Sixteenth and Seventeenth centuries.

When I became President of HMGS-PSW, I had three goals. 1. Maintain solvency 2. Expand our active participation 3. Recruit a younger and more diverse membership base.

To that end we have spent a good deal of time on membership renewal and fundraising. We have also cultivated a new level of support from the retailers with whom we do business. Our written publications increasingly have ads that are paid for by our retailers. We have instituted a whole new level of giving. The Gold level which currently includes Warlord Games; Gameology, in Pasadena; and North Valley Games in Phoenix, Arizona. The Silver level that includes contributors of \$100 to \$500 and the Bronze level which includes any contribution

over \$25.00. Harry Dudrow, introduced and became our first Life Time Member at \$200.00. We have also begun a monthly contributor program at \$10.00 or more a month. It is through these kinds of programs that we are able to afford to organize great gaming events.

We have expanded our participation and involvement by sponsoring regular games that are played at our retailer's stores. We introduced Bolt Action Summer in late Spring at Gameology in Pasadena. Since then, we have played Bolt Action in over 20 gaming locations and have attracted many new and younger members. The finals of Bolt Action Summer will be played this weekend and we wish good luck to all participants. In addition, we have partnered heavily with Major Wellington. Major Wellington's So Cal Gamers has been very active in organizing Black Powder Napoleonics, Saga and Black Seas. All of these gaming programs are all games that have rules and miniatures that are readily available. Anyone can buy a copy of the rules and begin playing right away.

HMGS-PSW has also begun to activate chapters throughout the region including Arizona and Hawaii. In fact, we are holding the first convention dedicated to military miniature gaming in Mesa Arizona next March. The future could include new chapters in Mexico and New Mexico.

HMGS-PSW, will become the preeminent miniatures and military history organization in the Pacific Southwest. We have a solid gaming program; our historical essay contest is like no other that I have ever heard of. I envision a future that involves plenty of games, including science fiction and fantasy, and has us working more closely with museums, libraries, and historical monuments, like our work with the USS Iowa. Why not have an American Civil War game on the grounds of the US Cavalry fort that is in between Phoenix and Sedona. Why not a World War II Tank Wars game at the Patton Museum at Chiriaco Summit, California? After all, it is in the center between Los Angeles, Phoenix, and Las Vegas.

As long as we are united and work together, I believe there is nothing we cannot accomplish. So, my friends, Enjoy Mini-Wars and Happy dice rolling!

Dana Hohn  
President  
HMGS-PSW

## A Message from the Convention Chairman

As you read this, Mini-Wars 2021 is becoming a memory, and those of us who volunteered to make it so sincerely hope it will be a pleasant one. I want to thank all of those who volunteered to make this event one of our best ever. So “hurrah” for Mark, Ann Marie, Christian, Theron, Marisela, Bill, Harry, Jacob, John, Luis and Dana.

Now lets get to the tables!

Harmon Ward  
HMGS-PSW Convention Manager  
714-414-2749 or 714-778-2582      hjw@pacbell.net

## HMGS-PSW

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CA 91387-2145

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Emiliano Morado - Arizona  
emiliano.morado@warlordgames.com

HMGS-PSW and the convention management reserve the right to refuse any event to be run at their conventions or terminate ones in progress, should, in the judgment of HMGS-PSW or convention management, said event host is not following policies as outlined hereafter. Convention management will investigate all complaints, and the situation will be discussed with the event host(s) prior to any action taken for the event in question, or any future events run by the same event host(s)

## Smoking and Alcohol

This is a Smoke and Alcohol Free convention. There will be no smoking or vaping nor any consumption of alcohol in any form allowed in any convention area. Convention staff will strictly enforce this rule and offenders may have their badges revoked and be asked to leave if they violate these rules.

## Joining HMGS PSW HMGS Membership Benefits

HMGS-PSW is the southwest regional chapter of the nationwide Historical Miniatures Gaming Society. While not the largest chapter, we strive to offer the same variety of outstanding events as can be found at all HMGS conventions around the country. In whatever Chapter they're held, HMGS conventions present a wide variety of excellent games featuring fine miniatures and engaging terrain. We hope you'll attend all of them.

HMGS-PSW is an educational non-profit organization whose main purpose is to promote historical wargaming and the study of military history. Our territory covers Southern California as well as all of Arizona, Nevada and Hawaii. We host two conventions of our own each year and hope to do more as we grow. In between our conventions, we assemble and paint our figures, read and write rules, study history and sponsor game days at retail stores or in our homes. We also promote regional tournaments like, “Bolt Action Summer”. Our Membership Meeting will be held at our Mini-Wars 2021 convention on Saturday, October 9th at 6:00PM. The Board of Directors will present reports and answer questions on the state of the Society. All members are welcome. You can find more information at our website: [www.hmgpsw.org](http://www.hmgpsw.org)

Membership in HMGS-PSW costs a mere \$20.00 per year and brings discounts at many hobby franchises and HMGS conventions nationwide. Ask at the Convention Registration Desk about joining HMGS-PSW.

## Lost or Damaged Materials

HMGS-PSW, California State University Fullerton, the Titan Center and the convention management assume no responsibility for lost or damaged items or possessions, including but not limited to convention badges or gaming items. If you find any lost items, please notify convention personnel immediately. Property found on the convention site at the end of the event will be returned to the owner if possible, with all unclaimed items becoming the sole property of HMGS-PSW. HMGS-PSW strongly encourages attendees to leave nothing unattended.

## First Time Attendees

Our Fall Campaign, Mini-Wars 2021 is a gathering of gamers and exhibitors in Southern California and throughout the Pacific Southwest dedicated to one hobby: Historical miniatures gaming! This year, we expect attendance to be over 200, with eight vendors offering everything from figures to terrain. There will be games ranging from ancients to ultra-moderns, fantasy and science fiction, along with tournaments, seminars and other events; almost non-stop gaming! Study this program carefully. Learn the layout of the convention areas by looking at the map on page 9; especially where events are located which may be in one of the rooms of the Titan Student Union which surround the Portola Pavilion. By all means feel free to take a walk around to familiarize yourself with the venue. Next, read the General Convention Rules; there aren't many, but they are all important.

Then take a tour and talk to the players and referees, ask about their event, their figures, and don't be afraid to ask to jump in if there's room! Above all, have fun at Mini-Wars 2021

## Buying a Badge

Pre-Registration Badge Pickup is located in the Atrium of Titan Student Union. On-site event registration is conducted at the Box Office. The map on page 9 can be used to locate these areas. If you are getting your badge here at Mini-Wars, please fill out the information form found attached to the clipboards outside the box office. After that is done, proceed to the box office, pay for your badge, buy your opportunity drawing tickets and an HMGS-PSW shirt if you wish,

## Pre-Registered Attendees and Game Masters

If you pre-registered through our website and ordered a shirt or opportunity drawings online, proceed directly to the Pre-Registration desk in the Atrium of the Titan Student Union building.



## Badges

You must be visibly wearing your attendee badge at all times while at the convention! Your badge serves as your admission ticket throughout the convention and it is a non-transferable, revocable license. HMGS-PSW reserves the right to terminate this license at any time with no refund of an attendee's admission, and require them to leave the premises if so requested. Convention Staff also will deny you entry to the convention area or request that you leave if you are without your badge. If you lose your badge, a \$5.00 replacement charge will be applied. Please note that visitors who wish to walk through the Pavilion to see what our Hobby is all about, are an exception to this rule.

## Attendee Conduct

Everyone knows that historical miniatures gamers are among the most responsible and polite people in the world. However, we think it prudent to remind convention attendees that they are expected to abide by the rules of the convention as well as any directions given by Convention Staff, and of course everyone must abide by federal, state, and local laws.

## COVID-19 Restrictions

CSUF is located on State property and as such we need to follow the restrictions placed on it by the State of California. All attendees, guest and volunteers at Mini-Wars 2021 shall wear a face mask while in the building no matter their vaccination status. There will be a supply of masks at the Pre-Registration Badge Pickup desk paid for by the HMGS-PSW for you if necessary. Please dispose of the mask properly when you exit the building at the end of your day.

## Lunch and Dinner

CSUF has a contract with a local catering company who must be used for campus events. Not surprisingly, they are not what you might call "economical". These local restaurants will deliver to the Titan Student Union, Portola Pavilion.

The Hat 714-257-9500  
Jimmy John's 714-870-8100  
Papa John's 714-526-9100

# Minature Painting Contest

As most of you know, our first miniature painting contest in a long time was in 2020 via email. That allowed us to handle the COVID-19 restrictions. Judging an remote painting contest is always difficult because so much relies on the quality of the photographer. This years event will be judged with the miniatures in a lightbox on a rotating platform. The judes will be in attendance and include a Games Workshop Golden Deamon Winner, a Professional Miniature Painter an IPMS Model Show judge and an Interior Designer. Entries need to be submitted to the Pre-Registratong Desk in the Atrium before 11:00 AM Sunday to be considered. The Grand Prize for the competion have been donated by Warlord Games. The categories are:

- 1.) Historical single
- 2.) Historical unit
- 3.) Historical vehicle
- 4.) Fantasy
- 6.) Sci-Fi
- 7.) Youth 14 and under



## Opportunity Drawing

Our Opportunity Drawing this year will be epic due to the generosity of Warlord Games. Tickets are sold at the box office for one dollar each.

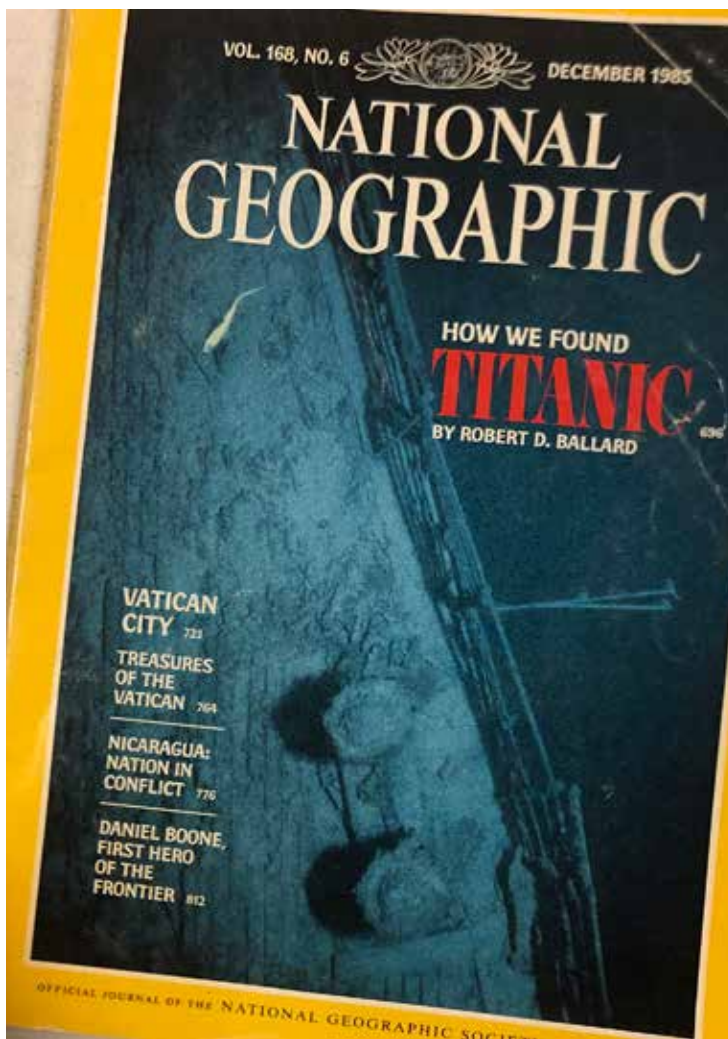
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Website: [shogunminiatures.com](http://shogunminiatures.com)

Robert Knestrick



**Robert D. Ballard, Ph.D.** – is Founder and President of the Ocean Exploration Trust; Professor of Oceanography at the University of Rhode Island Graduate School of Oceanography. He is an Explorer-At-Large at the National Geographic Society, Commissioner for the U.S. Commission on Ocean Policy, and a Research Scholar at the Woods Hole Oceanographic Institution. He served in the U.S. Navy for more than 30 years and continues to work with the Office of Naval Research. A pioneer in the development of deep-sea submersibles and remotely operated vehicle systems, he has taken part in more than 155 deep-sea expeditions. In 1985, he discovered the RMS Titanic, and has succeeded in tracking down numerous other significant shipwrecks, including the German battleship Bismarck, the lost fleet of Guadalcanal, the U.S. aircraft carrier Yorktown, and John F. Kennedy’s boat, PT-109. He has also discovered hydrothermal vents and “black smokers” in the Galapagos Rift and East Pacific Rise in 1977 and 1979. The author of numerous books, scientific papers, and articles, he has been featured in several National Geographic television programs, including “Secrets of the Titanic” a five-part mini-series, “Alien Deep with Bob Ballard.” and, in 2019, “Expedition Amelia.” He was a special advisor to Steve Spielberg on the futuristic television show seaQuest DSV. His honors include 22 Honorary Doctorates, National Geographic’s highest award, the Hubbard Medal, and a National Endowment for the Humanities Medal. He was elected a Fellow of the American Academy of Arts and Sciences in 2014. Dr. Ballard’s autobiography, INTO THE DEEP, will be released Father’s Day 2021 and National Geographic television special, “Bob Ballard: An Explorer’s Life” first aired one June 14.

## GUESTS of HONOR

Our Pacific Southwest is continuing our lecture series to share interest our history with the community. The staff have lined up a distinguished panel of experts to share their knowledge with all. The series will be videotaped as well so watch for them to posted on our website at hmgpsw.org. Lectures will be held in the Hetebrink Classroom in the Titan Student Union at California State University Fullerton. Admission is free. There is an option on the Table Top Games website to ad a \$5 donation for Dr. Robert Ballard seminar.

8:00 AM John Harrel, JD, MA. Topic: “ Cossacks to Horse: Soviet Cavalry in World War II “

9:00 AM Bolt Action Summer Tournament Kick-off-Opening Address by John Stallard (remote)

9:30 AM Dr. Robert Ballard. “Re-Writing History:The Explorations of Dr. Robert Ballard”.This seminar will be delivered remotely due to Dr. Ballard’s schedule.

**Major General John S. Harrel** - assumed the duties of Assistant Adjutant General, California National Guard in June 2009. In this capacity, General Harrel provided operational oversight and guidance for the California Army National Guard, a force of over 17,000. General Harrel’s active military service began in 1975 after being commissioned a second lieutenant through the United States Marines Platoon Leaders Course. Since his commissioning he has held many positions of great responsibility to include Commander, 40th Infantry Division and as the Commanding General for Task Force Falcon/Multi-National Brigade (East), Kosovo and Army Forces (ARFOR) Kosovo, Macedonia and Albania. The General is currently retired and is giving his address early so that he can be free to play in the Team Yankee Tournament.



# Critical Hit Games

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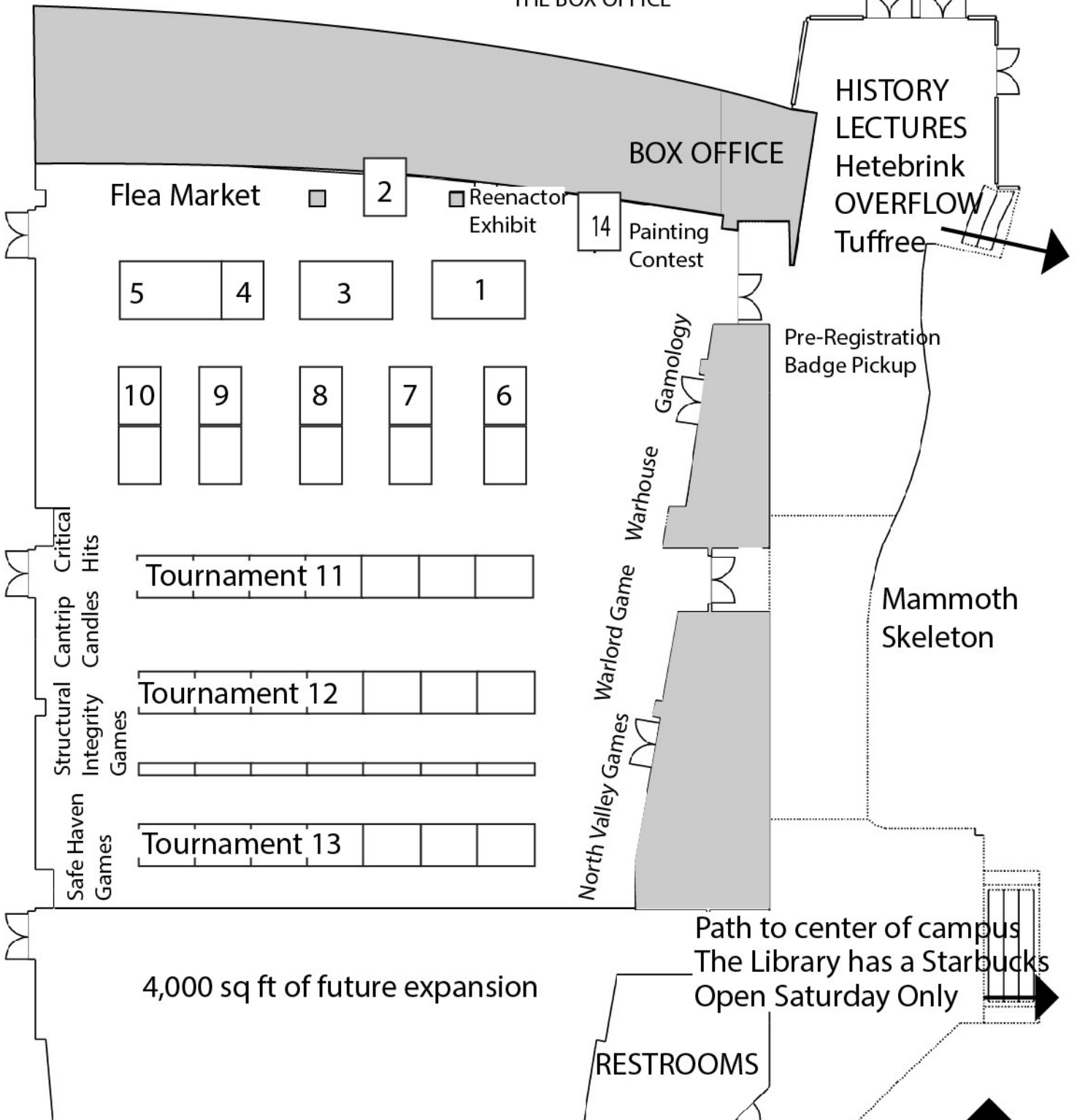
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PRE-REGISTER OR PURCHASE BADGE AT THE BOX OFFICE

→ Picnic Area  
See Program for Food Delivery Phone #



HMGS-PSW Mini-Wars 2021 Floor Plan



## Saturday Games



### 1812 Battle of Salamanca

**Game Master:** Rob Boyens

**Rules:** "Home Brew"

**Maximum Number of Players:** 4

**What to Bring:** Everything will be provided, no experience necessary.

**Description:** This simulation refights that battle in which an Anglo-Portuguese army under the Earl of Wellington defeated Marshal Auguste Marmont's French forces at Arapiles, south of Salamanca, Spain, during the Peninsular War.

### Table 5

**Time:** 9:00AM to 6:00PM

**Scale:** 6mm

**Age Limits:** 13+



### 1969 Tour of Duty—1960s Vietnam

**Game Master:** Ron Vaughn (ronvaughan@prodigy.net)

**Rules:** combo of Vietnam Skirmish, Tour of Duty, and Pony Wars

**Maximum Number of Players:** 6

**What to Bring:** Everything will be provided, no experience necessary.

**Description:** A fun, but nerve-wracking game of jungle warfare, with every move resulting in a possible ambush or booby trap! Each player will lead a USA, Australian, or ARVN squad attempting to carry out a mission.

<http://www.wargames.watkins-family.co.uk/vietnam/newvietnamrules.htm>

### Table 6

**Time:** 9AM to 3PM

**Age Limits:** Adult or Teen-



### 1863 Battle of Mobile Bay, August 5th

**Game Master:** Steve Thorne

**Rules:** Sail and Steam Navies

**Maximum Number of Players:** 14 - Age Limits: 14 with adult supervision (need not be a player, but it is more fun to take command) 16 without adult supervision

**What to Bring:** Everything will be provided. Prizes to be awarded

**Description:** During the American Civil War Admiral Farragut sail past the guns of Fort Morgan to take Mobile, Alabama. Damn the torpedoes, full speed ahead!

Homework and Reference: <https://hmgspsw.org/a-homepage-section/>

### Table 8

**Time:** 9:00 AM to 2:00 PM

**Time:** 3:00 PM to 8:00 PM

**Scale:** 1/600



### 1917-The Nivelle Offensive, Saint Quentin

**GM:** San Diego Historical Miniature Wargamers

**Rules:** Blood & Valor

**Max Number of Players:** Up to 8

**What to bring:** Everything will be provided.

**Description:** "Heaven but a highway for a shell" – Along the Hindenburg Line at Saint Quentin, British and French forces try to recover a broken-down tank and a downed pilot. Bloody April. The Nivelle Offensive. Impending disaster. The Allies are struggling against the entrenched Germans. A British Ace has been shot down by the Red Baron and lies stranded in No-Mans-Land. The pilot was testing the SPAD S.VII and his feedback is crucial to the RFC. Meanwhile, one of the first Schneider CA-1 tanks has broken down near the village of Saint Quentin – it's critical to recover it before the Germans can steal it!

Luckily it's the new moon and these missions will be conducted under cover of darkness. But beware the flares that illuminate the night in no man's land...

### Table 1

**Time:** 10am - 2pm

**Scale:** 28mm

**Age Limits:** 13+



## Saturday Games



### 1457 BC Battle of Megiddo

Table 9

#### In Honor of Henry “Skip” Gardella

**Game Master:** Tim Greene byz369@aol.com; Jeff Jorgensen

**Time:** 10:00AM to 10:00PM PM Lunch Break 1 PM to 2PM

**Rules:** Hail Caesar

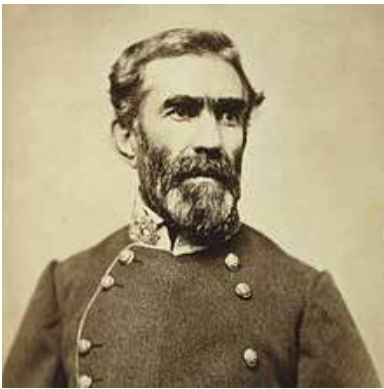
**Scale:** 28mm

**Maximum Number of Players:** 6 – 3 per side

**Age Limits:** 12 and up

**What to Bring:** Everything will be provided

**Description:** Pharaoh Thutmose III brings his Egyptian army to Megiddo to confront the rebellious Canaanite cities and Hurrians of Mitanni led by the King of Kades h. Against the advice of his generals Pharaoh brings his chariots through the Aruna pass and catches the enemy by surprise with their chariotry drawn up in two divisions in front of their camp just beyond the gates of Megiddo and their infantry still guarding the other end of the valley where the Egyptian advance had been expected. Can Thutmose and his Egyptians rout the Canaanite and Hurrian chariotry? The game is being run in honor of Henry “Skip” Gardella who for many years ran the ancient history miniatures events at the Gateway, Gamex and Orcon, the Strategicon Game Conventions.



### 1863 Division Bash at McLemore’s Cove

Table 7

**Game Master:** San Fernando Valley Wargamers

**Time:** 10:00 AM to 6:00 PM

**Rules:** Drum Barracks Battle Manual

**Scale:** 15mm Maximum

**Number of Players:** 8 **Age Limits:** 13+

**What to Bring:** Everything will be provided, no experience necessary;

**Description:** The Confederate withdrawal from the Tullahoma area has been relatively orderly, leaving Gen. Braxton Bragg with an intact, capable fighting force. Surprised by Maj Gen. Rosecrans’ maneuvers southwest of Chattanooga, Bragg now has used the mountains to screen his own surprise for the pursuing Federal forces. Bragg has learned that the largest Union detachment, Maj. Gen. George H. Thomas’ 14 Corps, is marching toward LaFayette through McLemore’s Cove, a steep valley. Bragg hopes to use the valley to trap Thomas’s lead division, under Maj. Gen. James Negley, which was a 12-hour march ahead of the nearest Union reinforcements.

In our version Divisions from both sides converge on this valley though the various mountain passes (6) surrounding the valley, to every ones’ surprise for a huge encounter battle



### 1800 Battle of Marengo

Table 3

**Game Master:** Jeff Cohen

**Time:** 10:00AM to 8:00PM

**Rules:** Age of Eagles

**Scale:** 15mm

**Maximum Number of Players:** 6

**Age Limits:** Adult

**What to Bring:** GM supplies all game requirements

**Description:** The Austrians under General Melas have launched an early morning attack the Bonaparte has mistaken as a feint. After several hours of fighting with no reserves he knows he is in serious trouble. General Desaix has heard the cannons firing and given the order “march to the sound of the guns”. Can the French win the day? Will the French create the tasty dish Chicken Marengo?

## Saturday Games



### 1863 Battle of Chickamauga -Multiple Sessions **Table 10**

**Game Master:** Frank Patterson

**Rules:** Fire and Maneuver

**Maximum Number of Players:** 8

**What to Bring:** Yourself, everything else is provided

**Description:** We will recreate American Civil War battles for the whole weekend. The main battle will focus on Chickamagua. Each game can be run with 2-8 players and last an average of 3 hours. The game uses tactics and logistics of the 1800's. Beautiful painted troops will set the stage, all we need are players!

**Time:** 10:00 AM to 8:00 PM

**Scale:** 28mm

**Age Limits:** 10-100

### 1942 Eastern Front Summer Action **Table 2**

**Game Master:** Theron Rohr [theronr@yahoo.com](mailto:theronr@yahoo.com)

**Rules:** Take Cover!, tactical WW2

**Maximum Number of Players:** 4

**What to Bring:** Everything will be provided

**Description:** Take Cover!, is a homebrew ruleset that I hope to publish as a free PDF shortly. This is a tactical WW2 game with infantry squads, individual vehicles, and off table artillery. Take Cover!'s secret sauce is the inclusion of hidden maneuver as an integral part of the game. This is handled simply without any referee or bookkeeping. This is a game designed for light multi-player pickup games.

**Table 2**

**Time:** 1:00PM to 4:00PM

**Scale:** 15mm

**Age Limits:** 12 and up

### A Long Time Ago - Star Wars: Legion **Table 4**

**Game Master:** Critical Hit Games : [drinkwithmeeps@gmail.com](mailto:drinkwithmeeps@gmail.com)

**Time:** Saturday demo 12pm-3pm & 5pm-8pm

**Rules:** Fantasy Flight Games

Maximum 8 players

**Age:** 13+ younger allowed with adult supervision

800 point standard rules list.

**Description:** Choose your faction of Rebels, Galactic Empire, Republic or Separatists and fight it out for control of the region! This Demonstration will teach you have to play this fun and fast paced game.

**Table 4**



### 1987 Red Bear Strikes South **Table 9**

**Game Master:** Tim Greene [byz369@aol.com](mailto:byz369@aol.com); Jeff Jorgensen

**Time:** 4:00PM to 10:00PM - Dinner Break 6:00PM--7:00PM

**Rules:** Team Yankee

**Scale:** 15mm

Maximum Number of Players: 6, up to 3 per side

**Age Limit:** 12 and up

**What to bring:** nothing

**Description:** World War III the Soviets have invaded the Persian Gulf to try and cut the West's oil supply. A force of U.S. marines and army is sent in to stop the Red Army. Large Team Yankee game 300 points per side on a huge 6 foot by 12 foot table.



### Battle Academy – Lair of the Scarlet Drider **Table 14**

**Game Master:** Dash Nye – Cantrip Candles – [dashnye@live.com](mailto:dashnye@live.com)

**Rules:** Dungeons and Dragons 5th Edition

**Maximum Number of Players:** 5

**What to bring:** Nothing. Dice, Pen, Paper, and Character Sheets encouraged

**Description:** Cantrip Candles is thrilled to bring Battle Academy to Mini-Wars. Five heroes delve into a damp cavern to cull a troublesome spider infestation, but an ancient evil patiently lies in wait. Pre-generated characters will be available, but players may choose to bring a Level 5 character sheet using the Variant: Customizing Ability Scores rules on page 13 of the Player's Handbook. Battle Academy: Lair of the Scarlet Drider uses D&D's 5th edition ruleset and is a great experience for old and new players alike.

**Table 14**

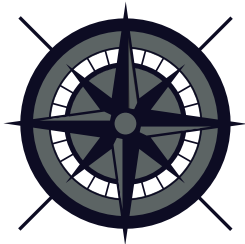
**Time:** 6:00PM to 9:00PM

**Age Limit:** 13 and up



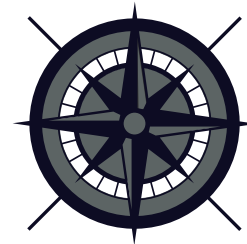
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HMGS-PSW

## Sunday Games



### 1945 What a Tanker Tankathon!

**Game Master:** pabramowitz@gmail.com

**Rules:** "What a Tanker" by Two Fat Lardies (PDFs online from publishers.)

**Maximum Number of Players:** 8 at a time

**What to Bring:** Everything will be provided, but feel free to bring your own 1/56 scale WWII tanks & tank destroyers. GM will provide vehicles for players who need them. Players will just be controlling 1 (or possibly 2) vehicles at a time.

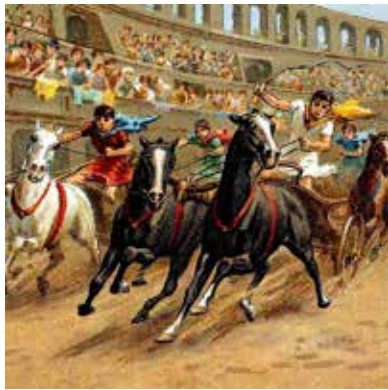
**Description:** "What a Tanker" is a light beer & pretzels game of tank combat. Set in the European theater of WWII, players normally control a single 1/56 scale tank (or tank destroyer) at a time. Game is not a specific scenario but is instead a rolling battle and structured such that players can join in the fun with a new vehicle at any time.

### Table 3

**Time:** 9:00AM to 1:00PM

**Scale:** 28mm or 1/56 scale

**Age Limits:** 13+



### 100AD Circus Maximus Chariot Race

**Game Master:** Allen Hughes 858-748-1568 and Paul Say

**Rules:** Circus Maximus (Battleline modified)

**Maximum Number of Players:** 24

13 and under please bring an adult to help play.

**What to Bring:** Everything will be provided

**Description:** On such a beautiful Sunday morning you should gather your friends and head to the Circus Maximus for a chariot ride. Just two and a half laps around the track. What could go wrong? Rules and Scale of Miniatures:.. Newcomers welcome. Rules will be taught.

### Table 10

**Time:** 9 AM to 1 PM

**Scale:** 15mm

**Age Limits:** No age limit, but



### 1863 Battle of Mobile Bay, August 5th

**Game Master:** Steve Thorne

**Rules:** Sail and Steam Navies

**Maximum Number of Players:** 14 - Age Limits: 14 with adult supervision (need not be a player, but it is more fun to take command) 16 without adult supervision

**What to Bring:** Everything will be provided. Prizes to be awarded

**Description:** During the American Civil War Admiral Farragut sail past the guns of Fort Morgan to take Mobile, Alabama. Damn the torpedoes, full speed ahead! Homework and Reference: <https://hmgspsw.org/a-homepage-section/>

### Table 8

**Time:** 9:00 AM to 2:00 PM

**Time:** 3:00 PM to 8:00 PM

**Scale:** 1/600



### 1776 The Battle of Trenton

**Game Master:** San Fernando Valley Gamers

Dan Munson musketoon53@gmail.com

**Time:** Orientation 9:00 AM. Start 9:30 AM 4-6 hours. Lunch noon to 1 PM

**Rules:** King's Men & Rebels (contact Dan Munson for PDF copy) **Scale:** 25/28

**Maximum Number of Players:** 6

accepted. Key thing is an interest in the American War of Independence.

**What to Bring:** Troops, rules, dice provided. Bring tape measure, if possible.

**Description:** It is December 1776 and Washington's ragged army teeters on the brink of total dissolution. But the arrogant enemy have left a Hessian brigade in an exposed position at Trenton, N.J. Can Washington rally the flagging revolutionary cause with a daring surprise attack? Read David Bonk, "Trenton & Princeton 1776-77" (Osprey) for a decent campaign primer. "The Crossing," starring Jeff Daniels (available thru Netflix, etc.), is an entertaining albeit somewhat inaccurate depiction of the campaign.

### Table 7

# Sunday Games



## 1943 Cruel Seas Pacific

**Game Master:** Jeff Cohen

**Rules:** Warlord Games Cruel Seas

**Maximum Number of Players:** 8

**What to bring:** Game Master supplies all game requirements

**Description:** Coast watchers have spotted 2 Mutsuki Class Destroyers leading several other surface vessels and transport running the slot towards Guadalcanal. MTB Ron 3 has been given the mission to intercept the enemy. They have 9 Elco 77 boats, and are supposed to be reinforced by 5 Sub-Chasers. This is a night mission.

**Table 9**

**Time:** 10:00PM -3:00PM

**Scale:** 1/300

**Age Limits:** No Children



## 1917 Wings of Glory WWI and WWII

**Game Master:** Rob Boyens

**Rules:** Wings of Glory

**Maximum Number of Players:** 8

**What to Bring:** Everything Provided

**Description:** Take to the air in against the Red Baron's Flying Circus over the trenches of WWI. See if your aircraft is up to the challenge in the Battle of Britain. Wings of Glory is fast and easy to learn. The card based turn system means you never know if the enemy is going to turn left or right into your guns

**Table 5**

**Time:** 10:00AM-2:00PM

**Scale:** 1:144

**Age Limits:** 8+



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DISCORD

## Sunday Games



### 1544 The Great Italian Wars - Ceresole

Table

Game Master: Andrew Gledhill

Time: Orientation 11:00AM to 3:00PM

Rules: Warlord Games- Pike and Shotte Scale: 28 mm

Age Limits: 14+

Maximum Number of Players: 4

What to Bring: Everything will be supplied.

Description: One of the few pitched battles in the later years of the Italian Wars. The forces of the Holy Roman Empire and Spain engaged the French on ground that was open but with a central ridge dividing the battle into two parts, which led to very different results for the armies' wings. Massed columns of pikemen and arquebusiers clash in a "great slaughter", with cavalry also playing a key role. Over 1000 miniatures will be used.



### 1942 Eastern Front Summer Action

Table 2

Game Master: Theron Rohr [theronr@yahoo.com](mailto:theronr@yahoo.com)

Time: 1:00PM to 4:00PM

Rules: Take Cover!, tactical WW2

Scale: 15mm

Maximum Number of Players: 4

Age Limits: 12 and up

What to Bring: Everything will be provided

Description: Take Cover!, is a homebrew ruleset that I hope to publish as a free PDF shortly. This is a tactical WW2 game with infantry squads, individual vehicles, and off table artillery. Take Cover!'s secret sauce is the inclusion of hidden maneuver as an integral part of the game. This is handled simply without any referee or bookkeeping. This is a game designed for light multi-player pickup games.



### 3025 Battletech

Table 14

Game Master: Mark Deliduka

Time: 2:00PM to 6:00PM

Rules: Tactical Operations

Scale: varies

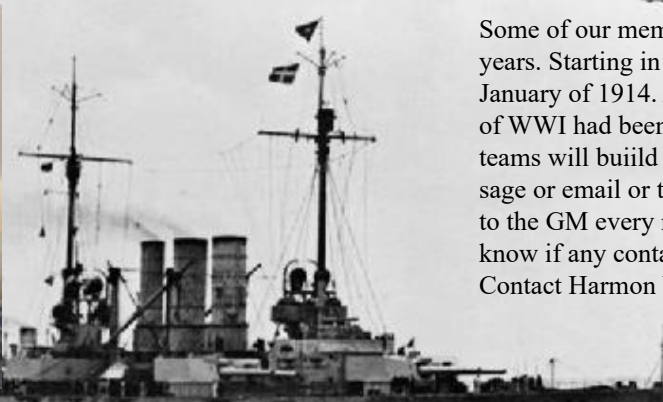
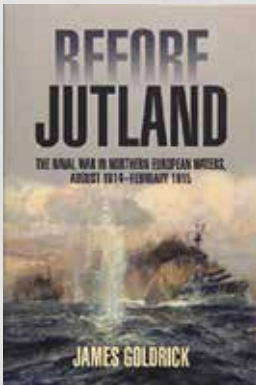
Maximum Number of Players: 8

Age Limits: 9 and up

What to Bring: Everything will be provided

Description: In the far distant future, the battlefield is dominated by 12 meter tall walking armored mechs. Learn to pilot one of these behemoths to victory. Battletech is a skirmish game which uses very small numbers of troops. Each hit you score on your opponent can destroy it or just burn off some ceramic armor. Maneuver across the landscape to increase your chance of landing a critical hit.

## St. Crispin's Irregulars present: Before Jutland: The Campaign



Some of our members have been working on this idea for years. Starting in January of 2022 the players will start at January of 1914. At that point, nothing in the naval history of WWI had been written, and everything was possible. The teams will build alliances and plot their moves via text message or email or telephone call, and write up their fleet orders to the GM every month. The GM will then let the players know if any contact is made, and the nature of the scenario. Contact Harmon Ward for information [hjw@pacbell.net](mailto:hjw@pacbell.net)



HMGS-PSW

# Desert Wars, Mesa, AZ

## Save the Date March 19-20 2022

**WHAT:** Historical Miniatures Gaming Society—Pacific Southwest' first Miniatures Convention in Arizona.

**When:** March 19th –20th 2022

**Where:** Mesa Convention Center

### Sponsors (partial list)

- ◆ Warlord Games
- ◆ North Valley Games
- ◆ Table Top Gaming Society
- ◆ Major General (Ret) John S. Harrel
- ◆ Major Wellington's So-Cal



Games to be played (partial unconfirmed list) Bolt Action, Black Powder, Pike and Shotte, SPQR, Pikeman's Lament, SAGA, Black Seas, Blood Red Skies, Victory at Sea, Starguard, Warhammer, Other games TBD.



If you would like to be a Game Master and run your favorite game or sign-to play or get more information, please email”

President [Freiher.von.Hohn@gmail.org](mailto:Freiher.von.Hohn@gmail.org) and  
Convention Manager [hjw@pacbell.net](mailto:hjw@pacbell.net)

Deadlines for registration to be announced soon or  
monitor the HMGS-PSW website at  
[www.hmgpsw.org](http://www.hmgpsw.org)

## Tournaments

### **SATURDAY: BOLT ACTION SUMMER Tournament of Champions**

**Table 13**

1. Play begins at 9:00AM-9:30AM with intro from Alessio and Stallard via video In Heterbrink.
2. There will be three rounds 9:30-11:30am, 12-2pm, 2-3 pm lunch, 3:30-5:30 pm Final Round. 6 pm Award presentation by Alessio
3. Tournament will use Swiss system, Players from Bolt Action Summer will be ceded by existing scores. First time players will be placed at the bottom.

The Bolt Action tournament will welcome up to 16 (pre-registered!!) entrants and in particular those who participated in the Bolt Action Summer 2021 tournaments over the past few months. The initial pairings for the first round will be based on a ranking of players from this summer's games, and follow Swiss style pairing (1st v 2nd, etc, or winner play winner style of pairing). The games will be 1200 pts based on the published Warlord Games Army books with armies drawn from 1943 theater selections or earlier. Only one reinforced platoon and no more than 13 action dice per army. We will follow Bolt Action Second Edition rules! The schedule will follow: welcome from Alessio Cavatore and John Stallard (hurrah!!) at 9:00 to 9:30; first round at 9:30 - 11:30 am; second round 12 - 2 pm; break 2 - 3 pm; final round 3 - 5 pm; winner awards at 6 pm with Alessio Cavatore (an even bigger hurrah!)

### **SATURDAY: World War 3: Team Yankee Tournament at Mini-Wars 2021**

**Table 12**

Tournament Organizer: Christian Sorensen

Players: Players should be an experienced World War 3: TY (Version 2) player and have your own miniatures, dice, playing aids, etc. Please also bring two copies of your army list with you, one to present during Tournament Sign-In and the other to show to your opponent prior to each match.

Era: Team Yankee with all current Battlefront published source books allowed.

Points: 105

Number of Players: 16

Entry Fee: The only fee is your convention registration fee

Missions: Players will determine their own missions each round using Battle Plans from the latest Extended Missions Matrix (last updated April 2021).

The first round pairings will be done (as far as possible) as Red vs. Blue. Rounds 2 and 3 will use Swiss Pairings, with ties broken by strength of schedule, to match players by score. Every effort will be made to ensure that players do not have to use the same table twice.

Rounds: 3 rounds, each lasting 2.5 hours strictly.

FAQ: The current "Field Manual 101" (last updated May 2021)

9:00AM – 9:30AM Doors open and setup

9:30AM – 10:00AM Tournament sign-in

10:00AM – 12:30PM Round 1

12:30PM – 1:30PM Lunch (Please arrange your armies during lunch break for Best Painted prize)

1:30PM – 4:00PM Round 2

4:00PM – 4:30PM Break

5:00PM – 7:30PM Round 3

7:30PM – 8:00PM Tabulate final scores / Announce winners

Prizes will be awarded for:

First Place, Second Place, Third Place

Favorite Opponent

Best Painted

## Tournaments

### **SATURDAY – Surge and Destroy Kings of War Fantasy Tournament**

**Table 11**

Game Master: Surge and Destroy Kings of War Club-Kyle Timberlake - greeklake@gmail.com

Time: Orientation 9:00 AM

Registration: 9:15am - 9:45am

Tournament rules and matchups: 9:45am -10:00am

Game one: 10:00am - 12:30am

Lunch: 12:30pm - 1:30pm Please leave armies out for paint judging

Game 2: 1:30pm - 4:00pm

Game 3: 4:15pm -6:45pm

Awards: 7:00pm – 7:30pm

Rules: Rules and armies will be from Kings of War 3rd Edition rulebook and Uncharted Empires supplement. Special characters from the Halpi's Rift campaign book are allowed. Scale: 28 mm -

What to Bring: Troops, rules, dice, etc., provided. Bring tape measure, 4 copies of your list

Description: 3 rounds at the 1995 points level. Tournament held inside Mini-Wars 2021 convention hosted by Historical Miniatures Gaming Society for the Pacific Southwest. No tournament fee but there is a \$15 entry fee into the convention, \$10 for HMGS-PSW members. Contact the host via Facebook messenger, see link above. Here is the link to the Tournament Pack:

Surge and Destroy Kings of War Tournament Pack

This tournament will count towards earning points to qualify for the 2022 US Masters Tournament.

Army Composition Rules

Point limit: 1995

Allies: allowed with normal restrictions as specified in rulebook

Clock: round length of 150 minutes. If using optional chess clock rules each player gets 70 minutes on the clock plus 10 minutes for set up/score cards

Unique [1] units are allowed

Lists must be printed out using the Easy Army list builder website. The site is free and can be found at <https://man-tic.easyarmy.com>. Make sure to have at least 2 copies of your list printed though 4 copies is recommended.

### **SATURDAY De Bellis Antiquitatis 3.0 (DBA) - Society of Ancients Championship**

**Table 14**

Game Master: Harry Dudrow hudrow@aol.com (714-624-3363) Time: 10:00 AM to 2:00 PM

Rules: DBA 3.0

Scale: 15mm

Age Limits: 12 to 99

Maximum Number of Players: 16. There will be a limited number of armies to loan

What to Bring: Bring your painted 15mm army if you wish (Not required) - there will be loaner armies

Description: Tournament DBA. 60 Minute time limit per game. There is a maximum of two games against any one opponent. DBA Championship scoring will be used per The Society of Ancients. This is a worldwide competition with 20% of the members in the standings being part of the Pacific Southwest. This is a perfect opportunity to get in three additional games to improve your standings in the 2022 Championship.

## Tournaments

### SUNDAY - Flames of War – Late War Tournament at Mini-Wars 2021

Tournament Organizer: Christian Sorensen

Players: should be an experienced Flames of War (Version 4) player and have your own miniatures, dice, playing aids, etc. Please also bring two copies of your army list with you, one to present during Tournament Sign-In and the other to show to your opponent prior to each match.

Era: Late War with all current Battlefront published source books allowed.

**Points:** 105 **Number of Players:** 16

**Entry Fee:** The only fee is your convention registration fee

**Missions:** Players will determine their own missions each round using Battle Plans from the latest Extended Missions Matrix (last updated April 2021).

The first round pairings will be done (as far as possible) as Red vs. Blue. Rounds 2 and 3 will use Swiss Pairings, with ties broken by strength of schedule, to match players by score. Every effort will be made to ensure that players do not have to use the same table twice.

**Rounds:** 3 rounds, each lasting 2.5 hours strictly.

**FAQ:** The current “Lessons From The Front” (last updated May 2021)

9:00AM – 9:30AM Doors open and setup

9:30AM – 10:00AM Tournament sign-in

10:00AM – 12:30PM Round 1

12:30PM – 1:30PM Lunch (Please arrange your armies during lunch break for Best Painted prize)

1:30PM – 4:00PM Round 2

4:00PM – 4:30PM Break

5:00PM – 7:30PM Round 3

7:30PM – 8:00PM Tabulate final scores / Announce winners

Prizes will be awarded for:

First Place, Second Place, Third Place

Favorite Opponent

Best Painted

SUNDAY - Star Wars: Legion

Critical Hit Games : [drinkwithmeeps@gmail.com](mailto:drinkwithmeeps@gmail.com)

Saturday demo 12pm-3pm & 5pm-8pm

Sunday tournament 11am-9pm

Saturday setup: 11am/takedown:8-9pm

Sunday setup 10am/takedown 9-10pm

Lunch TBD: after first or second round, group vote - 1 hour.

Current up to date rules.

Age: 13+ younger allowed with adult supervision

800 point standard rules list.

Maximum 8 players

No proxies allowed, alternate skulls are acceptable. Painted no needed, basic primer acceptable. Players must bring all cards, rulers, dice tokens, and minis that are needed to play game.

Description: Choose your faction of Rebels, Galactic Empire, Republic or Separatists and fight it out for control of the region! In a 3 round, 2-hour hour Swiss tournament play for a chance to win a limited edition Luke Skywalker miniature and other legion prizes!



# **Gamers Bid Farewell to two stalwart members of our community**

Catherine and Robert Walker worked tirelessly for over twenty years to keep the hobby of gaming alive and well in Riverside County and beyond. Both of them contracted COVID 19 and passed away within a week of each other. Their son has ambitiously vowed to keep their memory alive by maintaining the shop. We, the wargame community, would like to show our appreciation for his parents with monetary contributions.

Warlord Games, Major Wellington's So-Cal, HMGS-PSW and other gaming organizations are sponsoring a celebratory fundraising Bolt Action event and fundraiser at GMI on December 11, 2021. For details go to FB Group: Major Wellington So-Cal.

If you cannot attend the fundraiser, please contribute to our Go Fund Me [https://www.gofundme.com/f/gamers-bid-farewell?utm\\_campaign=p\\_cp+share-sheet&utm\\_medium=copy\\_link\\_all&utm\\_source=customer](https://www.gofundme.com/f/gamers-bid-farewell?utm_campaign=p_cp+share-sheet&utm_medium=copy_link_all&utm_source=customer)

# Convention Calendar 2021/2022

- Aug 28th –(9 days).....**Consim World Expo 2021**, Tempe AZ  
Oct 1, 2.....**Autumn Wars - HMGS-Midwest** – Trinity International University, Illinois, IN  
Oct 9, 10.....**HMGS-PSW Mini-Wars** – California State University Fullerton CA  
Oct 25th.....**St. Crispin’s Day** (Agincourt, Balaklava and Leyte Gulf) Monday  
Nov 10,11,12,13,14.....**Historicon** – Valley Forge, PA  
Nov 11th.....**Bolt Action Tournament** at the Patton Museum-Veteran’s Day  
Nov 12th, 13th, 14th .....**San Diego Historical Game Convention** Online  
Nov 25th.....**Thanksgiving** – 4th Thursday in November  
Dec 7th .....**USS IOWA** Pearl Harbor Remembrance  
Jan 17th .....**Martin Luther King Jr. Day** (third Monday of the January)  
Jan 28th, 29th,30th, .....**Las Vegas Open**  
Feb 18th, 19th ,20th ,21st .....**Orcon** - Los Angeles CA (President’s Day Weekend, third week in Feb.)  
Feb 18th, 19th ,20th ,21st.....**Dundracon** – Santa Clara CA (San Francisco Area)  
Feb 27th .....**Westcoaster** Toy Soldier Show – Anaheim, CA  
Mar 2nd-6th .....**Dice Tower West 2022** – Rio Hotel and Casino, Las Vegas  
Mar 19th, 20th.....**HMGS-PSW Desert Wars**, Mesa AZ  
Mar 19th, 20th, 21st.....**Conquest** – Sacramento CA  
Mar 31st, Apr 1st, 2nd, 3rd ...**Cold Wars**  
May 27th, 28th, 29th.....**Enfilade** - Vancouver WA  
May 27th, 28th, 29th.....**Gamex** – Los Angeles CA (Memorial Day Weekend, last Monday in May)  
To Be Announced.....**EsCon**



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Glen Davis, CA



First Place Captain Keennon  
(HMGS-PSW Non-Member)  
Nolan St. John, Las Vegas, NV



First Place  
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Andy Mouradian, Torrance, CA



First Place  
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Andy Mouradian, Torrance, CA



First Place  
Science Fiction  
Jed Docherty, Venice, CA



First Place  
Historical Unit  
Andy Mouradian, Torrance

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