

President's Message

Two years of service is now history. Thank you to all of our members for your vote of confidence over that time. I want to thank my Board of Directors, Mark Deliduka, Kevin Rounsaville, Don Hawthorne and Jim Murphy for their unwavering support. A special thank you goes out to John Harrell for serving as our Corporate Compliance Officer. I will now step after my two terms in the President's office and, with the Board's permission; stay on as our Convention Chairman.

I enjoyed my terms in office immensely. However, there were some dark days. The worse was finding out why Tim Keennon was not returning my telephone calls. We leaned on Tim way too much, so when he was gone, we fell way too hard. If you don't know anyone on the Board, select one and offer to learn what they know and what they do. Everyone on the Board should have one or two friends preparing to join them or replace them. The two year term limitation was written into the by-laws for many reasons. One of the most critical of those is to prevent burn out. I look forward to supporting the new President and Board in all of their endeavors.

My main goal for my terms of office was to give the HMGS-PSW a convention worth the traveling. We had a qualified success to that end. Mini-Wars 2018 features games hosted by clubs, stores and individuals from San Diego to Las Vegas, from Winnetka to Arizona. Thank you all for coming. We all have theories as to why our events are not as big as some of the East Coast events like Historicon. It certainly is not because they have a larger population. Fullerton has around 18 million people who live within 50 miles. Historicon has 3.7 million. Fullerton has 22 million within 100 miles, and at that range Lancaster starts to pick up some big city numbers, for 18 million. There are dozens of good reasons why we struggle to pull in numbers over 100 and they hover around 2,000. I have always believed that one of the little talked about reasons is that their event is worth traveling across the country. One of the financial barriers we have for growth is that our table space is large and space is expensive to rent. If we can get to 300 attendees or more, we can start to see some economies of scale as tables are used 3 or more times over the weekend. We went to a two day event in 2016 and saw a steep climb from then to Mini-Wars 2017. Thank you for getting us on that trajectory and let's keep building our hobby the future.

Remember to have a lot of fun along the way.

Harmon Ward
HMGS-PSW President

HMGS-PSW Fall Campaign Convention Program

The Historical Miniatures Gaming Society, Pacific South West chapter (HMGS-PSW; www.hmgspsw.org) is a 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 and Nevada. We host two conventions of our own each year: **Winter Campaign** in and **Fall Campaign**. In between our conventions, we attend major Southern California conventions and sponsor informal game days at local hobby game stores

The HMGS-PSW officers will hold board meetings during both of these events. The **Fall Campaign** Membership Meeting will be held at our Mini-Wars 2018 convention on Saturday, October 13th at 6:00PM. The Board of Directors will present reports and answer questions on the state of the Society. All members are welcome.

First Time Attendees

Our Fall Campaign, Mini-Wars 2018 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 three 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 maps;

especially where events are located which may be in one of the rooms of the Titan Center which surround the Main Exhibit Hall. 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 2018**

Membership Benefits

HMGS-PSW is the southwest regional chapter of the nationwide Historical Miniatures Gaming. 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 visit all of them.

HMGS-PSW promotes the hobby of historical miniature wargaming as a registered non-profit charitable and educational foundation. We sponsor seminars by distinguished historians, military re-enactors, and a variety of other special events. You can find more information at our website: www.hmgspsw.org

Membership in HMGS-PSW costs a mere \$25.00 per year and brings discounts at many hobby franchises and HMGS conventions nationwide.

Members also receive newsletters, as well as discounts at many local hobby shops and exhibitors. Ask at the Convention Registration Desk about joining HMGS-PSW.

Event Registration & GM Help Desk

These have been combined into one desk, located at the main entrance to the Titan Center. On-site event registration is conducted there, while assistance is also available to game masters (GMs) for transport of materials, temporary storage, table location questions and resolution of most other GM issues.

How Events Work & Event Registration

There are different types of events to enjoy. From Gaming Events to tournaments, and various contests and seminars. In fact, you may find here's so much to do at the convention that you will wish it lasted longer!

General Gaming Events

Each gaming event at the convention is described in this program, along with its starting time, location, period of history represented, figure scale and rules that will be used. Many have sponsors who donate merchandise or credit for the Best Player of the gaming event, as selected by the game master (GM). Most important, all gaming events are free once you've paid for your admission!

Pre-registrants could have registered for two (2) gaming events per day (any gaming events you pre-registered for will have an event ticket printed out with your badge). At the convention, all attendees may register for one (1) gaming event each day (Note: If you pre-registered for gaming events, you get an additional two per day!) Additionally, you can enter other gaming events just by arriving at the location before start time (recommend at least 30 minutes) and ask GM if there are any openings. If not, ask to be placed on a stand-by list to fill in for no-shows.

Registration guarantees you a slot in the gaming event, as long as you check-in with the GM at least 10 minutes prior to the scheduled start time; after that time the GM is free to fill unclaimed slots with walk up players. Important: If you are playing back-to-back games, then make sure you leave in plenty of time to get to your next game or you may find your slot given away as a no-show!

Tournaments

Registration for tournaments will be at the individual tournament areas there is no additional fee for tournaments. For complete details see the listing for Tournaments.

IPMS Exhibit (Saturday Only)

Just like last year, our convention is being held on the same weekend as the International Plastic Modelers Society OrangeCon. Their admission fee is \$5 allowing a visitor to experience two great shows for a reasonable price. Their vendor room has 37 tables of plastic model kits, diorama supplies, paint and tools for building plastic and resin models. Their model contest has a special category for wargaming models. An enterprising gamer could win two ribbons in one weekend, one from the IPMS and one from the HMGS-PSW!

Convention Rules

CSUF Fullerton No Cash Policy and Dealer Dollars

Recent changes to the rules of the venue do not allow the purchase of any materials inside the Titan Center with the use of cash. Checks and Cards can still be accepted by the IPMS and HMGS-PSW vendors. Attendees must exchange cash at the Box Office for equal amounts of Dealer Dollars, which can be exchanged with Exhibitors for product. We deeply regret this last-minute change to the rules of the venue and we will do everything we can to make this process operate as smoothly as possible for this year's event at this venue.

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.

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.

Event Hosting

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 specific 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).

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.

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.

Solicitation

All selling of products or services is restricted to the Exhibitor Booths during designated hours, and may only be conducted in Dealer Dollars as described above. Individuals wishing to sell items must do so only through these areas.

Sales without authorized consent of Convention Management will result in removal from the convention without refund.

Trash

Receptacles have been provided for your use, please use them! If you notice an overflowing can, please notify any HMGS-PSW convention staff member to have it taken care of.

Spectators

We welcome and encourage spectators at all events, but please remember, event hosts and players are trying to enjoy and finish their games, and this is more easily done if interruptions are kept to a minimum. If you want to photograph an event — especially with a flash — please ask permission of the event host first.

Bring A Tape Measure!

Since this is a miniature gaming convention, as such, attendees are reminded to bring their own tape measure to all games you intend on playing. Dice are usually provided, but tape measures are an expensive commodity, so please don't forget to bring your own. Tape measures may be found for purchased **with Dealer Dollars** from exhibitors.

Delivering Messages to Friends & Family

The only way to deliver messages to attendees is by posting notes at the Convention Registration Desk (talk to a staff member for assistance).

Please coordinate specific rendezvous times and places with friends and family members beforehand.

A Note to Parents & Guardians

Attendance at an HMGS-PSW convention is among the safest activities imaginable, but we remind parents and guardians that the safety of their children is their responsibility.

You are responsible for the supervision of all minors and their behavior at the convention site, therefore, please make certain that all minors are supervised by an adult companion at all times, especially during nighttime hours.

The Titan Center is responsible for security at the convention (not HMGS-PSW), and officials from the venue have the right to eject those determined to have caused problems.

HMGS-PSW is not required to offer a refund if your children are removed from the premises, so please, properly supervise all minors, as they are the future of our hobby and we want them to have an enjoyable, safe convention experience.

Mini Wars 2018

(C-17) = Room and table number. C= Room C, G=Gabrellino, Ont=Ontiveros

Game Code - Sa:C38:10 = Saturday, Table C38, 10AM Start Time on the 24 Hour Clock

Saturday October 13th Day

Sa:C012:09

Cav: Strike Ops

See "Demo Games-Saturday"

Sa:C015:10

1904 Battle of Tsushima

Game Master Name: Brian Stokes

Number of Players: 9

Rules: Joe Struck's Battlefleet Rules

Scale of Miniatures: 1/1200

Time: 10:00 AM – 5:00PM

Age Limits: 16 and up

What players should bring: Everything provided

Description: In 1972 I was introduced to Joe Stuck and his 'Battlefleet Rules. They were great, relatively simple to learn, and even though they are not complex they provide amazingly accurate results. I put this game on at Historicon a few decades ago and the only difference in the outcome was that a different battleship than the Tsaravitch, but of the same squadron, sunk. Fun game!

Sa:C017:9

Prehistoric Cthulhu Xothic Wars

Game Master Name: Gobbo Town Games, Las Vegas – See Demo Games Section for full description.

Sa:C019:10

1944 Operation Martlet June 26th

Game Master Name: Steve Phenow and the San Fernando Valley Gamers

Number of Players: 8

Rules: Gepanzerte Faust WWII

Scale of Miniatures: 15mm.

Day: Sat Morning 10 AM – 5pm

Age Limits: Under 12 with a playing adult

What players should bring: Everything will be provided

Description: On 26 June 1944 forces from the British 49th Infantry Division, "The Polar Bears", supported by tanks from the 8th Armoured Brigade continued their part of Operation Martlet. This attack was intended to protect the flank of Operation Epsom, General Montgomery's plan to encircle Caen, due to commence on the 26th. Meanwhile, German forces from the elite 12SS Panzer Division, unaware of the imminent British "Epsom", were preparing to launch their own attack in order to regain ground lost in the previous week's fighting. The result was a head on clash of armor and infantry which would last all day, resulting in heavy losses for both sides before the British secured their objectives, forcing the Germans back on the defensive. Within a week General Montgomery would cancel his attacks, having failed to encircle the city of Caen.

Sa:C022:10

1100 Crusader Castle Assault

Game Master Name: San Diego Historical Wargames

Number of Players: 8

Rules: Osprey Lion Rampant Modified- <https://ospreypublishing.com/lion-rampant-medieval-wargaming-rules>

Scale of Miniatures: 28mm

Time: 10:00AM-4:00PM

Age Limits: 16 and up

What players should bring: Everything is to be provided, Bring a good attitude!

Description: This is another San Diego Historical Miniature Wargamers Con quality game! 28mm Crusader Castle assault! The Sword of Islam has taken the city but there are Crusader holdouts in the Citadel. Will the relieving force make it in time before the Citadel is lost? Or will the Saracens keep them at bay while they have a surprise of their own. Scenario loosely based on the final Battle of Jaffa. You need only show up with a good attitude and willingness to have fun! All figures, dice and measuring tools will be supplied! Lion Rampant rules are *very* easy to learn and within 15 minutes you'll be an expert in the mechanics! Saracen or Crusader, who will take the day?

Sa:C031:10**1808 Battle of Vimeiro August****Game Master Name:** Daniel & Michael Verity**Number of Players:** 5**Rules:** Club / Homebrew rules on <https://wargamerabbit.wordpress.com/>**Scale of Miniatures:** 28mm**Time:** 10:00AM until Evening**Age Limits:** 13+ with ability to handle miniatures**What players should bring:** None. All miniatures, rules, charts, dice supplied.

Description: "In the Battle of Vimeiro (21 August 1808) the British under General Arthur Wellesley defeated the French under GenDiv Jean-Andoche Junot near the village of Vimeiro, near Lisbon, Portugal during the Peninsular War. Four days after the sharp Battle of Roliça, Wellesley's army was attacked by a French army under General Junot near the village of Vimeiro. The battle began as a battle of maneuver, with French columnar troops attempting to outflank the British left, but Wellesley was able to redeploy his brigades to face and defeat the French flanking assault. Meanwhile, Junot sent in two central columns but these were forced back by sustained volley and a brawl in Vimeiro village.

Sa:C033:10**1644 Marston Moor****Game Master Name:** Dana Hohn, Kevan Thomas**Number of Players:** 12**Rules:** Warlord Games Pike & Shotte - <https://www.warlordgames.com/pike-shotte/>**Scale of Miniatures:** 28mm.**Time:** 10:00AM, Lunch 1:00PM-2:00PM, Play may continue into the evening**Age Limits:** 16 and up**What players should bring:** Dice, Measuring Device

Description: The Battle of Marston Moor was the largest battle fought on English soil: It was England's Gettysburg. Our game will be 28mm miniatures using Pike and Shotte rules. We expect that we will have 2000 models on a 16' by 6' table. Any questions please call Dana Hohn at 818-219-9942

Sa:C038:10**Sa:1863 Battle in the Shenandoah Valley****Game Master Name:** Frank Patterson and the St. Crispin's Irregulars**Number of Players:** 8**Rules:** Fire and Maneuver https://www.facebook.com/pg/battlebook/photos/?tab=album&album_id=269878913059135**Scale of Miniatures:**28mm.**Time:** 10:00AM, lunch break from 2:00PM-3:00PM. End at 6:00PM**Age Limits:** 10 and up**What players should bring:** Everything is to be provided, Bring a good attitude!

Description: During the American Civil War (1861-65), Virginia's Shenandoah Valley saw a series of military clashes as Union and Confederate forces attempted to gain control of the area. In the spring of 1862, Confederate General Thomas "Stonewall" Jackson led his men more than 650 miles on a campaign that threatened Washington, D.C., and diverted Union forces from a planned assault on Richmond, Virginia. In 1864, Union General Philip Sheridan embarked on a campaign aimed at depriving the Confederate Army of vital natural resources and supplies. Sheridan won a series of battles that wrested control of the valley away from the Confederates, though sporadic fighting continued until the end of the war. .it's 1862 and somewhere in the Shenandoah valley. Our two equal sized armies have just encountered each other at 06:00. The surrounding area has vital supplies which must be kept out of the hands of the enemy. .this game will introduce the principles of civil war combat and the use of infantry, cavalry, and artillery. To make the game interesting the objectives will not use victory points but have real prizes. For example, if you capture the hog farm you'll get a snack of Slim Jim jerky, the corn field will get ya corn nuts! Other prizes will be awarded as well. Let's have fun and learn the period and principles of the American civil war.

Sa:Ont076:10**279BC Battle of Asculum****Game Master Name:** Tom Black**Number of Players:** 8**Rules:** Ancient Battle Cards**Scale of Miniatures:** 15mm.**Tables:** O 76 and O 77**Day:** Saturday 10am – 1pm**Age Limits:** Under 12 with a playing adult**What players should bring:** Everything will be provided

Description: The battle at Asculum was the second encounter between Pyrrhus' Macedonian army and Roman legions. According to written accounts of the engagement from the era, the two armies were likely close to the same size at 40,000 men each. The Greek army had notable advantages in both cavalry numbers and in the unique presence of its elephants. However, the flexibility of the legions, had to be countered. It is believed that Roman casualties totaled nearly 8,000, while Pyrrhus lost some 3,000, including many of his officers. Pyrrhus later famously commented on his victory, stating, "One more such victory, and we are undone." It is from reports of this semi-legendary event that the term Pyrrhic victory originates.

Sa:Ont83:10

Star Wars Armada – See Demo Games for complete description

Sa:C011:11

Wings of Glory WW1 Aircraft

Game Master Name: Braden Boe

Number of Players: 8

Rules: Ares Games Wings of Glory - <http://www.aresgames.eu/games/ww1-wings-of-glory-line>

Scale of Miniatures: 1/144

Time 11am – 2pm

Age Limits: 8 and up

What players should bring: Everything provided

Description: The WW1 series of Wings of Glory is an easy, fun to play, fast and furious system which you will be able to start playing in minutes! Innovative game mechanics encompass planes with very different flight capabilities and firepower, while still keeping the flow of the combat simple and fun. With an original maneuver and combat system, Wings of Glory delivers fun and historical battles in the skies of WW1. LINK TO RULES: <http://www.aresgames.eu/7090>

Sa:C024:12

1274 BC Battle of Kadesh

Game Master Name: Michael Kennedy

Number of Players: 6

Rules: Warlord Games Hail Caesar - <https://www.warlordgames.com/hail-caesar/>

Scale of Miniatures: 28mm.

Time: 12:00PM – 8:00PM

Age Limits: 12 - up

What players should bring: Measuring device, and Rules if possible

Description: The largest battle in the Chariot Age between the Egyptians and the Hittites, played in 28mm. The Hittite King has set an ambush to crush the Egyptian Pharaoh. Will he succeed? Can Pharaoh's reinforcing columns turn the tide in his favor? We'll use the Hail Caesar rules however no experience with these rules is required. Come join us and inscribe your name in the tablets of history.

Sa:C021:15

Star Trek Attack Wing

Game Master Name: Chris Lundgren

Number of Players: 6

Rules: Wizkids Star Trek Attack Wing - <https://wizkids.com/attackwing/star-trek-attack-wing/>

Scale of Miniatures: No Scale

Time: 3:00PM – 6:00PM

Age Limits: 12 and up

What players should bring: Everything will be provided

Description: is a tactical space combat miniatures game, featuring pre-painted ships from the *Star Trek* Universe. By using the FlightPath maneuver system*As a commander, players have the ability to customize, upgrade, and assign famous crew members to their fleets, which feature ships from the series' prominent empires and forces as well as special stats and abilities, and unique maneuvers on separate Combat Dials. Star Trek Attack Wing Wizkids can be downloaded for free at <https://wizkids.com/posters/repository/attackwing/STAW%20Rulebook%20NEW-WEB.pdf> This is a scenario game using the massive Borg Cube

Saturday October 13th Evening

Sa:C015:18

1942 East front Tank Battle

Game Master Name: Brian Stokes

Number of Players: 8

Rules: Tank Tables

Scale of Miniatures: 1/285

Time: 6:00PM-10:00PM

Age Limits: 15 and up

What players should bring: Everything will be provided. Feel free to bring your own armor if you wish.

Description: Early war. Eastern Front running tank battle.

Sa:C019:18

1904 Japanese Russo War Jan. 27th

Game Master Name: Steve Phenow and the San Fernando Valley Gamers

Number of Players: 8

Rules: Days of Thunder

Scale of Miniatures: 15mm

Day: Saturday Evening 6:00PM to close

Age Limits: Under 12 with a playing adult

What players should bring: Everything will be provided

Description: Off Port Arthur on the morning of January 27th, the main forces of the Japanese fleet under the command of Admiral Togo approached the Russian anchorage with his fleet. This is comprised of 6 battleships, three armored cruisers and four cruisers. He has the intention to block Port Arthur and not allow the Russian squadron to exit to hamper transportation of Japanese troops for landing in Korea.

However, on this day the Russian fleet of five battleships, two armored cruisers and three cruisers is not under command of the passive Vice Admiral Stark of history, instead Vice-Admiral Makarov is in command. Makarov was an outstanding sea captain and scholar, and Togo's equal. He orders the fleet to sortie out. It is Days of Thunder off Port Arthur.

Sa:C021:19:30

War at Sea WW2 Naval Miniatures Game

Game Master Name: Chris Lundgren

Number of Players: 8

Rules: Hasbro War at Sea - <https://boardgamegeek.com/boardgame/25794/axis-allies-naval-miniatures-war-sea>

Scale of Miniatures: 1:1800

Table: C21

Time: 7:30-9:30pm

Age Limits: 12 and up

What players should bring: Everything provided

Description: "Fast-paced and action-packed, this exciting, Pre-Painted miniatures game will let players recreate historical battles or go head-to-head in competitive warfare that rages across massive 30x40 battle maps. There are authentically detailed miniatures in the game, including carriers, battleships, destroyers, cruisers, submarines, aircraft and other vessels from WWII. Unique ships such as the BB Bismarck, IJN Yamato, and the USS Enterprise feature their distinctive markings and camouflage.

Tournaments Saturday

Sa:G098Saga 2nd Edition Tournament

Game Master Name: William Stilwell, 714-884-8892, whsjr3@hotmail.com

Date(s) and Time(s) and Length of Game: Saturday from 10:00 to 5:00. This will be a three round tournament with an hour lunch break.

Setup Time and Take Down Time and Scheduled breaks: Set up at 9am and packed and finished by 5pm. We would take a lunch break from about 12 to 1.

Rules, Rules Version and Scale of Miniatures: Saga 2nd Edition, 28mm.

Space Required: Saga tables are 4 feet wide by three deep. I am expecting 8-12 players so three 8x4 or four 6x4 tables should work fine

Age Limits: 13+

Number of Players: This tournament will be limited to 12 players. Please contact William at whsjr3@hotmail.com or sign up on facebook at <https://www.facebook.com/events/290418861530281/>

What to bring: Each player should bring their own 6 point warband, dice, Saga dice, fatigue markers and measuring sticks. Warbands should be painted. Loaner armies are available but please contact me in advance.

Description: This will be a 6 point three round Swiss style tournament using the Clash of Warlord scenario from the rulebook. All armies from any of the 2nd edition era books are allowed as well as mercenaries and Skraelings. Revenants, special characters and "ask opponent for permission" items are not allowed. Please contact me if unsure. Standings will be based on win loss record with total slaughter points used as tiebreakers.

Here you guys go. Note that for the tournament I have set a limit of 12 players. Previous experience has shown that it is my upper limit for running a kids tournament where I often have new players. IF you think there would be greater interest, I can run a mass battle instead of the tournament and probably go up to 24 players. Let me know and I can rewrite this quick and send it back.

X-Wing Miniatures 1.0 Demo and Kids Tournament

Sa:G101:11

Game Master Name: Patrick Sewell, dogbert_isu@hotmail.com

Number of Players: 12

Demo Starts: 9:00AM One hour demo followed by an hour break. Tournament Starts 11:00AM

Rules, Rules Version and Scale of Miniatures: X-Wing Miniatures 1.0 by Fantasy Flight Games. <https://www.fantasyflightgames.com/en/products/x-wing/>

Age Limits: Players under 18 please. Parents/adults are invited to watch but may not offer strategy guidance to the children.

What to bring: Everything provided for new players. Experienced players may bring their own 100 point list per standard X-wing rules. Please bring a written record of all ships/upgrade cards used and point values for each so lists can quickly be checked. If you are an experienced player please bring your own dice, damage deck, movement templates and range ruler even if you are borrowing ships.

Description: Fighter combat (~3-5 ships per player) in the Star Wars Universe, from the humble TIE Fighter up to craft the size of the Ghost from Star Wars Rebels. Dodge asteroids while lining up the perfect shot on your opponent with beautiful pre-painted miniatures. Come learn how to play this entertaining game and then take part in a tournament with 2 seeding rounds followed by a third round for the top 4 players (2 games guaranteed). All skills learned here will translate well to X-wing 2.0 so don't be frightened away by a new version coming out this fall!

Sa:Ont077:13

Bolt Action Tourney: 800 points force. BA Second Edition rules

Game Master Name: Troy Hill

Rules: Bolt Action Second Edition

Hours: Sign ups at 1:00PM at Table Ont074

Players: up to 12

Full info here: <http://nodicenoglory.com/NDNGforum/viewtopic.php?f=26&t=445>

Tournament Rules

I. Forces

800 points force.

The force must consist of a maximum of ONE Generic Infantry (Reinforced) Platoon. No TANK Platoons (Tank Teams OK). No Special Characters. No experimental rules (eg: no airplanes). The platoons in the force must be selected using the Army List section of the Bolt Action Main Rulebook or one of the Armies of xxx books, NO theatre books.

2. Air Spotters

The above "no airplanes" means no on-table aircraft. Those are experimental rules. You may still use air spotters in your list according to the normal 2nd Edition rules.

3. GAME TIME

Three, 2hr Rounds. Players must finish the current turn, and then the game ends automatically. Do not begin a new turn with 10 or less minutes on the clock.

4. ARMY LIST

The players must have 4 printed copies of their army list at the tournament. Share with your opponent before each game. Army list are due October 5, 23:59 hours (email to troyphoto7 (at) gmail.com).

Players who submit their lists to the TO before that deadline receive ONE reroll chit (one die, of your own pool) to be used once in this tourney only.

5. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, draws, and defeats as shown below:

Tournament Points: Victory 3 TP, Draw 1 PT, Loss 0 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These "Casualty Points" are always added together in a running total, and are used as a tiebreaker for pairings (swiss format) and final rankings.

6. Winning the Tournament

The player with the most Tournament Points will be the winner.

Ties will be decided (in descending order based on):

Casualty Points achieved, Sportsmanship Score, Roll-off (1d6)

If player count allows, we'll also have prizes for Best Sport and Best Painted (self-painted only - please note any pro-painted units so they are not judged).

Schedule:

1:00PM Registration and Intro

2:00PM - Round 1 Begins

4:30PM – Round 2 Begins

6:30PM - Dinner Break - Judging for Best Painted

7:30PM - Round 3 Begins

9:30PM - Awards and Wrap Up

Sa:G091:09

Maus Haus X - Flames of War - Mid-War Tournament at MiniWars 2018

The Maus Haus crew invites you to attend the Maus Haus X tournament on Saturday, October 13, 2018 at Cal State University Fullerton (Fullerton, CA). Please note that to participate, you must be an experienced Flames of War (Version 4) player and you must bring your own miniatures, dice, playing aids, etc. The tournament information follows:

Era: Mid-War

Points: 85

Number of Players: 12

Entry Fee: The only fee is your convention registration fee

Missions: Missions will be determined using Battle Plans and the More Missions PDF.

The first round pairings will be done (as far as possible) as Red vs. Blue. Pairings for rounds 2 and 3 will be determined by current points.

Rounds: 3 – 2.5 hour rounds

FAQ: The current "Lessons From the Front"

Current Schedule:

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
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

If lunch and the afternoon break take less than their allotted times, we will start Rounds two and three earlier if all players agree.

Prizes will be awarded for:

1 – 3rd Place

Best Sportsmanship

Darn Dice

Best table terrain

Tournament information/sign ups can be found on the Flames of War website at:

<https://www.flamesofwar.com/Default.aspx?tabid=126&aff=14&aft=581437&afv=topic&afpgj=1#1502069>

The contact e-mail for Maus Haus X will be maushaustournament@gmail.com . If you submit your final army list prior to midnight (PST) on Sunday, October 7th, you will receive a token/coupon for one free single die re-roll (once per the entire tournament). Please also bring a copy of your army list with you to show to your opponent prior to each match. We hope to see you at Maus Haus X.

Tim and Daniel

Tournament Organizers

Board Gaming Saturday

Open Gaming All Day

Demo Games Saturday

Sa:C17:9

Prehistoric Cthulhu Xothic Wars

Game Master Name: Gobbo Town Games

Number of Players: 8

Rules: Gobbo Town Games Cthulhu Xothic Wars - <https://www.gobotown.com/xothicwars>

Scale of Miniatures: 28mm.

Tables: C17 and C18

Day: Saturday 9:00AM until 7:00PM

Age Limits:

What players should bring:

Description: Control the planet you colonized and have nurtured for millions of years. Fight off the invaders at any cost, to protect your paradise planet. Monster skirmish tabletop miniature game. Demos run every hour. For more information on the game please go to: gobotown.com

Sa:Ont83:10

Star Wars Armada

Game Master Name: Kristen Coleman

Number of Players: 4 at a time

Rules: Fantasy Flight Games Star Wars Armada

Scale of Miniatures: No scale

Time: 10:00AM – 7:00PM

Age Limits: All Ages

What players should bring: Everything is provided

Description: In Star Wars: Armada, you assume the role of fleet admiral, serving with either the Imperial Navy or Rebel Alliance. It's your job to issue the tactical commands that will decide the course of battle and, perhaps, the fate of the galaxy..

Sa:C12:09

Cav: Strike Ops

Game Master Name: Todd Farnholtz - Gunnerfox21@yahoo.com

Number of Players: 8

Rules: CAV: Strike Operations by Talon Games

Scale of Miniatures: 10mm

Table: C12

Time: 9:00AM-1:00PM

What players should bring: Everything will be provided

Description: CAV: Strike Operations is the re-envisioning of the classic mecha combat game formerly from Reaper Miniatures, now helmed by Talon Games. The game centers around fast and flowing combat between 2 or more forces with a focus on squad level tactics. Each unit adds its own special abilities to the squad as a whole; working together to defeat your opponent. There are no glory hounds here! Bookkeeping is at a bare minimum with the damage track system, ensuring the fast action and potential destruction, is present from turn 1! Strap In and Join the Fight!

Artist Introduction: My name is Todd Farnholtz but in the painting world I go by the artists handle 'Mastergunz'. Ive been painting regularly since 2002 and professionally since 2009 when I joined CamoSpecs Online. I got my start in miniature wargaming in 1993 with Battletech and have tried a myriad of games since then but always end up back in the midst of giant stompy robots.

In 2014 I took the leap and started Mastergunz Paint Worx on Facebook and have since done work for several gaming companies and miniatures manufacturers including IronWind Metals/Catalyst Game Labs, Dream Pod 9, Vanguard Miniatures, Clearhorizon Miniatures, Khurasan Miniatures, Conflict Horizon, Onslaught Miniatures, to name a few and most recently Talon Games as a stable artist developing schemes for their re-launch of the CAV: Strike Operations game.' When it comes to painting I live by the motto 'Try new techniques and try them often because you can always re-apply a primer coat.'

You can see my work on Facebook at <http://www.facebook.com/MastergunzPaintWorx>

Tutorial videos on Youtube at [Mastergunz Paint Worx](http://www.youtube.com/MastergunzPaintWorx)

Sa:C35:9

Flea Market Saturday

There will be a Flea Market at Mini-Wars 2018 from 9:00AM to 6:00PM on Saturday and Sunday. Flea Market vendors will need to buy admission into the convention. There are 4 tables available in one hour time blocks. Their sizes are: 3 at 6' x 30" and one is roughly 10' x 30" and are available in the following formats:

1/2 table (~30"x30" square) - \$2 for 1 hour, \$3 for 2 hours

Full table (30"x6') - \$5 for 2 hours.

Grand Table (30"x10') - \$8 for two hours

The rules:

- No mass stock of new product - this is for you to conveniently offload unwanted hobby items. Single examples of new items you bought for yourself but never got to are fine
- If one of the fine merchants selling at our convention has the product, please use discretion and not compete with them
- If there's a waiting list, then the 2-hour limit will be enforced. You'll be able to get back in line.
- As this is open to the public, please use discretion in what products you want to sell.
- You don't have enough for a full table? Or, you're running a game? Check with Tom first and, if space is available we can combine items into an area. Normal table rates apply plus 10% sales proceeds go to the club to pay for Tom Seeling's time.

Email Tom Seeling to reserve your time. - tomseeling@aol.com

Sunday October 14th Day

Su:C36:09

100AD Circus Maximus Chariot Race

Game Master Name: Allen Hughes

Number of Players: 24

Rules and Scale of Miniatures: Circus Maximus (Avalon Hill modified). Newcomers welcome. Rules will be taught.

Time: 9:00AM – 5:00PM

Age Limits: No age limit, but 13 and under please bring an adult to help play.

What players should bring: Everything is 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?

Su:G101:10

MIDWAY - Double Blind Tactical Battle

Game Master Name: John Paiva (evil5757@aol.com) 909-720-8054

Number of Players: 12

Rules: General Quarters for the combat portion, Home Made for the Strategic Plotting

Time / Length: 10:00am, 8 Hours

Age Limits: Teen and up

What players should bring: All Provided

Description: It is 0800 on 30 May 1942 and the USS Yorktown has just left Pearl Harbor. Time is frozen and you take control of all of the ships and aircraft involved in the Battle of Midway. USN and IJN teams plan and execute the battle with all of the ships and aircraft available at the time. 100% Historically Accurate 100% Double Blind and 100% in YOUR hands!

Su:C12:10

1920s – 30s Smash and Grab

Game Master Name: Tom Pliska

Number of Players: 4

Rules: The Original Pulp Alley rules, possibly modified by character abilities described in the Pulp Leagues supplement. PulpAlley.com Store.pulpalley.com . I will provide copies of the Quickplay rules. I will provide all materials, but anyone wishing to bring their own league of 28 mm figures, as well as dice (d6, d8, and d10) and measuring tape are welcome.

Scale of Miniatures:28mm

Space Required: 4 x 6

Time:10:00AM – 1:00PM

Age Limits: 10 and up

What players should bring: The game is run with multiple d6s,d8s and d10s, a measuring tape in inches, and 28 mm figures (typically 6 to 10). I will provide these, but you are welcome to bring your own inexperienced/low experience league. Counters, index cards and pencils can also be handy for keeping track of initiative.

Description: Mysterious explosion rocks Bay City! Reclusive scientist Igor Franratz missing, believed involved! Rumors of doomsday weapon brings a number of interested parties to investigate. Strange clues and paraphernalia scattered all over town! There will be 4 minor and 1 major plot points on the table--the winner has the greatest value of plot points at the end of 6 turns.

Su:C15:30

1944 Peiper's Charge - Running the Gauntlet in the Ardennes

Game Master Name: Daniel & Michael Verity Email: mrverity58@yahoo.com Phone: (818) 742 5228

Number of Players: 7 If players are interested in pre-registering, contact Michael at above.

Rules: Flames of War Version 3.0 MRB and published FOW supplements (Devil's charge for example). Full Peiper's Charge scenario attachment provided in email links and will be featured, starting in July, on the Wargamerabbit blog highlighting the terrain and miniature preparation reports. <https://wargamerabbit.wordpress.com/gaming-warren/>

Scale of Miniatures: Game miniatures are larger "photographic" 20mm scale and not the usual 15mm for FOW gaming.

Tables: C13,C14,C15 and C16

Day: Sunday 9:30am – 3:30pm

Age Limits: 13+ with knowledge on handling miniatures and inspired to win the scenario.

What players should bring: Two hands to maneuver the miniatures, roll dice, and remove losses. All 20mm miniatures, terrain, charts, dice, rules, templates, and pat on back for good luck provided.

Description: In December 1944, Hitler launched his last great offensives against the western Allies and would be forever known to American historians as the Battle of the Bulge. The goal was simple, punch through to the Meuse River, then take Antwerp to encircle four Allied armies. To accomplish the offensive, Hitler gave the most critical task to his most trusted unit: the 1. Liebstandarte SS-Panzerdivision, which in turn gave its most important objective to its best panzer regiment led by SS-Obersturmbannführer (Lieutenant Colonel) Jochen Peiper.

The format is a gauntlet scenario where the German player starts the game with a seriously huge task force and tries to make it to the end of a long table through roadblocks and demolished bridges. The American player has a series of small forces to spring on the Germans. The scenario is designed to be played along three tables which represents the path Peiper took in the cold winter of December 1944. It begins at Lanzerath, where the heroic stand of 18 men and four artillery observers from Lieutenant Lyle Bouck's Intelligence and Reconnaissance Platoon held up the 3. Fallschirmjägerdivision for 20 hours. This is where our story and scenario begins. It ends at Targnon and Habiémont. These small villages mark where Peiper's last obstacles stood before his goal along the Meuse. Securing these points would mean that the Germans had nearly unfettered access to the Meuse. The Americans knew this and poured everything they could into Stoumont and Cheneux.

Su:C19:10

1862 The Battle of Corinth, Oct 4th

Game Master Name: Steve Phenow and the San Fernando Valley Gamers

Number of Players: 8

Rules and Scale of Miniatures: Mr. Lincoln's War Rules

Time: 10:00 AM

Age Limits: No age limit, but 13 and under please bring an adult to help play.

What players should bring: Everything is provided.

Description: Van Dorn attacks Rosecrans at Corinth, Mississippi. Price's Division broke through the inner defenses and entered the outskirts of Corinth itself. Van Dorn threw all of his reserves into the battle, but the streets of Corinth proved to be an effective obstacle and the attack eventually ran out of steam. Can you do better than the historical generals?

Su:C38:10

1863 Battle in the Shenandoah Valley

Game Master Name: Frank Patterson and the St. Crispin's Irregulars

Number of Players: 8

Rules: Fire and Maneuver

Scale of Miniatures:28mm.

Day: Sunday start time 10:00AM, lunch break from 2:00PM-3:00PM. End at 6:00PM

Age Limits: 10 and up

What players should bring: Everything is to be provided, Bring a good attitude!

Description: A fictional battle between 2 equal armies. The battle is set in the Shenandoah Valley

Su:C33:15

Cerignola 26 April 1503

Game Master Name: Andrew Gledhill & Mark Nicholson

Number of Players: 8

Rules: Pike & Shotte

Scale of Miniatures:28mm

Space Required: 6 x 12

Time Sunday 2pm setup 3pm start to end

Age Limits: 12 and up

What players should bring: Everything provided

Description: An unstoppable force meets an immovable object. The finest cavalry and the best infantry in Europe collide with an entrenched Spanish force during the Great Italian Wars. Battle featuring hundreds of pikemen in massive blocks, and 20 squadrons of cavalry.

Su:C21:16

Starfleet Battles

Game Master Name: Chris Lundgren

Number of Players: 6

Rules: Amarillo Design Bureau, Inc Star Fleet Battles Captains Edition

Scale of Miniatures: None

Time: 4:00PM -9:00PM

Age Limits: 9 and up

What players should bring:: Everything provided

Description: _Star Fleet Battles The Classic Game of Space Combat

Star Fleet Battles is the flagship of the Star Fleet Universe. It is a game of ship-vs-ship combat in the 23rd century. When playing Star Fleet Battles, YOU take command of a starship, squadron, or even an entire fleet of the Federation, the Klingon Empire, or the Romulan Star Empire ... plus over a dozen other empires, each with their own unique style of combat, starships, weapons, technology, and culture.

Out-Shoot, Out-Think, and Out-Fly your opponent in a deep-space dogfight!

The Star Fleet Battles game system is based on four principles:

- The Ship System Display, graphically presenting all of the systems on your starship.
- Energy Allocation: Every turn, count your energy and spend it wisely. There is never enough.
- Proportional Movement: All starships are in continuous and simultaneous maneuver.
- Damage Allocation: Penetrate enemy shields, and damage is distributed throughout his ship
- We will be using the larger hexed maps and ship chits .
- Before the game day I highly recommend to new players or returning older players to download the Cadets Rules they are a quick starter set of rules that will give you the basics to jump in and play. <http://starfleetgames.com/sfb/sfin/CadetSSDs.pdf>

Su:C22:9

Operation Dragoon 1944

Name of the Game: 1944-Operation Dragoon-Invasion of Southern France

Your Name: Sean Adams, Cowdog Games, cowdoggames@gmail.com, (562)343-3624

Date(s) and Time(s) and Length of Game: I can do any time Saturday and Sunday for a 6 hour interval or longer if needed. The game is estimated to last 2-3 hours. I'll run the game at least twice. If possible I heard you needed more late night events so I can do Saturday or Sunday night.

Setup Time and Take Down Time and Scheduled Breaks: Setup time is about 15-20 minutes and take down will be 10-15 minutes. Per game I will need a 5-10 minute break to do some more setup for the game. It will probably be within the first 45-60 minutes of the play session.

Rules, Rules Version and Scale of Miniatures: This is a game I made from the ground up. Rules can be found here: <https://www.dropbox.com/s/3xhi59uugl9jct/HMGSCConvention-OperationDragoon-Rules.docx?dl=0>. The miniatures are 28mm in scale.

Space Required: I require 6'x6' table.

Age Limits: 13+

Number of Players: 4-6 players. There is no need to pre-register.

What to Bring: Everything provided

Description: Operation Dragoon was the invasion of southern France in August 1944. This game reenacts the landing in Southern France. There are two goals. The first is to secure islands off shore for the Allies while defending them for the Axis. The second is to secure a beach head in two of the three beaches. The game uses a grid based system to plan and execute moves simultaneously in quick brutal combat.

Su:C31:10

1944 The Russian Front

Game Master Name: Howard Chen
Number of Players: 8
Rules: Fire & Maneuver
Scale of Miniatures:1/72
Space Required: 5 x 6
Time: 10:00AM
Age Limits: 8 and up
What players should bring: Tape measure – some will be provided.
Description: Late war east front action.

Su:C22:13
Operation Dragoon 1944-See 9:00AM Entry for Description

Demo Games Sunday

Su:C17:9
Cav: Strike Ops
Game Master Name: Todd Farnholtz - Gunnerfox21@yahoo.com
Number of Players: 10
Rules: CAV: Strike Operations by Talon Games
Scale of Miniatures: 10mm
Table: C21

Age Limits: 9am -2pm

What players should bring: Everything will be provided

Description: CAV: Strike Operations is the re-invisioning of the classic mecha combat game formerly from Reaper Miniatures, now helmed by Talon Games. The game centers around fast and flowing combat between 2 or more forces with a focus on squad level tactics. Each unit adds its own special abilities to the squad as a whole; working together to defeat your opponent. There are no glory hounds here! Bookkeeping is at a bare minimum with the damage track system, ensuring the fast action and potential destruction, is present from turn 1! Strap In and Join the Fight!

Su:C01:10
Star Wars: Armada

Game Master Name - Garrett Sulzman
Game Master Phone and email - garrett@webneighbor.net | c. 480-235-4536
Name of Event - Star Wars Armada Basic Demonstration
Number of Players - 4
Rules, Rules Version and Scale of Miniatures: Standard Rules will be used.

Core Rules: https://images-cdn.fantasyflightgames.com/filer_public/f7/05/f705040d-7fb0-44e8-979a-d5c522bda824/armada_faq_v411.pdf

Learn to Play: https://images-cdn.fantasyflightgames.com/filer_public/fe/95/fe95988e-2cfb-42b6-8546-2470ff86da58/swm01_learn_to_play_web_ready_engcompressed.pdf

Sample Attack: https://images-cdn.fantasyflightgames.com/filer_public/87/71/8771c447-c93d-46cf-99ac-563ccb4cd27/swm01_diagram_attackexample.pdf

Sample Scenario "Take the Station": https://images-cdn.fantasyflightgames.com/filer_public/a9/35/a935f683-0ce9-46ad-9870-11dbf8e92105/swm_take_the_station_web_ready.pdf

Errata FAQ: https://images-cdn.fantasyflightgames.com/filer_public/68/e1/68e127a4-62df-4fe8-beca-f812ed6540f2/armada_faq_v412compressed.pdf

Time: 10:00AM

Age Limits: Fantasy Flight Games suggests 14 and older; however, my son, who is 9 years old, plays Armada with me.

What players should bring: A Core Set or Fleet of 200 Points; however, I have multiple Core Sets you could use to play the demo.

Description: In *Star Wars: Armada*, you assume the role of fleet admiral, serving with either the Imperial Navy or Rebel Alliance. It's your job to issue the tactical commands that will decide the course of battle and, perhaps, the fate of the galaxy..

Sunday Tournaments

Su:G091:10
Team Yankee Tournament – 70Points
Game Master: Troy Hill
Rules: Team Yankee (BattleFront)
Time: 10am to 6:30pm

Players: 20

Normal force composition rules apply, from all Team Yankee force books available up to 1 week prior to tourney

Team Yankee Rules - 3 rounds Each 2 hours

More info: <http://nodicenoglorry.com/NDNGforum/viewtopic.php?f=26&t=448>

Tournament Rules**I. FORCES**

70 pts

Normal force composition rules apply, from all Team Yankee force books available up to 1 week prior to tourney

2. GAME TIME

Three, 2-hr Rounds.

3. Missions

Will use the More Missions matrix. Missions will be determined at each table.

4. ARMY LIST

The players must have 4 printed copies of their army list at the tournament. Share with your opponent before each game.

Army list are due October 5, 23:59 hours (email to troyphoto7 (at) gmail.com).

Players who submit their lists to the TO before that deadline receive ONE reroll chit (one die, of your own pool) to be used once in this tourney only.

5. Victory Points

Will be calculated according to normal Team Yankee rules (given in the more missions supplement)

6. Winning the Tournament

The player with the most Victory Points will be the winner.

Ties will be decided (in descending order based on):

of wins, #of ties

Sportsmanship Score

Strength of schedule

Roll-off (1d6)

If player count allows, we'll also have prizes for Best Sport and Best Painted (self-painted only - please note any pro-painted units so they are not judged).

7. Terrain needed

If you can provide terrain for a table, please do so. If the budget allows, we'll have a "Best Table" award.

Schedule:

9:30 - Registration and Intro

10:00 - Round 1 Begins

12:00 - Lunch Break - Judging for Best Painted

1:00 - Round 2 Begins

3:30 - Round 3 Begins

6:15 - Awards and Wrap Up

Su:Ont073:11**DBA De Bellis Antiquitatis (The Wars of Antiquity) TOURNAMENT**

Game Master Name:- Harry Dudrow

Number of Players: 8 (4 Defenders and 4 Invaders)

Description - DBA tournament. Version 3.0. 15mm figures. Four preset scenarios. Trophies for 1st place, 2nd place & two 3rd place.

Prize: There will be a wood boxed 15mm Samurai army given to the best beginning player in tournament.

Scenarios arc TBD, All armies provided.

Su:Ont081:9

Board Gaming Sunday – Ontiveros Room

Open Gaming All Day

Su:C35:9

Flea Market Sunday

There will be a Flea Market at Mini-Wars 2018 from 9:00AM to 6:00PM on Saturday and Sunday. See Saturday's entry for the full description.