

Major Mini Con

The following is a summary of the games run during our first miniature convention.

Johnny Reb III :

This game was run by Dale C. This game lasted 4 hours and had five players. The battle for Seminary Ridge was re fought using 15mm miniatures. This area of Gettysburg Penn circa 1863 was beautifully recreated on table top.

The Union held the high ground with wards worth and Riley's divisions from the famed Iron Brigade. The Confederates attacked with Pender's 2nd Brigade, with Scaled and Perrin commanding. The men from North and South Carolina were flanked by the 6th Wisconsin and the Rebel assault stalled. The gentlemen from the south retreated in good order vowing to fight on another day.

Flames of War:

Learn to play Flames of War was hosted by Don MacVittie and Mitch Tanabu. This recreation of WWII North Africa was played in 15mm, and had three players and ran a rousing three hours.

The British 8th army started out bravely defending a town housing the games objectives. In the end a coordinated assault by the fast moving German faces won the day. The game was enjoyed by all. An Eastern Front variation is expected to be run next year.

Mean Streets:

Run by Craig Shaff this is a modern street fighting game in glorious 25mm. The forces on the table were two street gangs, punks, bikers, manifestoes, police and security guards. The opponents faced of in mortal combat in the small town of sunny Seaside vale.

Four players controlled the forces in an exciting violent game which was completed in less than two hours. A union of manifestoes and a street gang emerged victorious. In the future this game will include more buildings and a added force of survivalists and good ol'boys.

Operation Overlord:

A World War II game played in 20mm and run by Scott Hebel. The scenario is Germany at the end of the war, her military crumbling under the relentless onslaught of Stalin's Red Army. Into this gloom a few German leaders still cling to the false hope that their new "wonder weapons" might bring.

The Russians have advanced through German territory until their armored forces are confronted by a new German "Super tank", the MAUS. This enormous tank was accompanied by two Tiger tanks, and a late model STUG.

The Russians threw their large force of T-34's and American lend lease Shermans into the fray with guns blazing.

When the dust settled the only tank still operational was the MAUS. Her ammunition exhausted this leviathan lumbered back to her lair in the vain hope of finding more supplies to fight again another day.

True the game ended with neither side the clear victor, but what a Battle!

Memoir 44:

This is a figure based WWII board game based on the battles of D-Day and the rest of 1944. There are expansions for North Africa, Eastern Front, and the Pacific Front.

Jason ran a game that involved the Allied landing on Sword Beach. Four people played in a teaching/learning session that lasted a little over two hours. The battle was hard fought with the Allies eventually being victorious over a stubborn and tenacious Axis.

The Battle of Springfield:

This is a 15mm American War of Independence game set in colonial America September 24th 1780. Our own Craig Shaft, the man behind Mean Streets and Romans vs. Celts ran this little gem.

A quick blood thirsty game of British against Americans was played in less than two hours. The British routed two thirds of the American forces while annihilating the rest. To top that off the victorious British forces gleefully burned the town of Springfield to the ground. Is that any way to win back the loyalty of the King's subjects?

French & Indian War:

This war game is a 20mm miniature game featuring Native Americans, French, British and Roger Rangers. Todd ran a quick, deadly game that saw a head French surprise attack crushed before it got up a head of steam. British regulars with four pound cannons destroyed a piece meal advance of French & Indians with Roger Rangers securing the flanks. This game was a very enjoyable game that lasted less than two hours.

Clan Wars:

Clan War is a 28mm miniature game based on the very successful Legends of the Five Rings card game. The setting is medieval Japan with history, fantasy, and magic blending together to form a very interesting and fun experience.

This game was hosted by Nate Summerside who drove all the way up from Iowa. Many thanks to you – Nate!

Shadowlands Invaders Vs. Unicorn, Mantis, Scorpion and present defenders. The scenario was a wedding in a small village. As the Shadowland forces marched into the village the unicorn clan took the brunt of the attack. The Scorpion Clan defended the wedding party while the Mantis crushed the left flank of the Shadowland advance.

In the end the defenders were victorious. The game lasted about two and a half hours with a good time had by all.

Siege of Vienna:

A huge monster of a game put on by Todd. This epic battle had to be seen to be believed. This convention center piece used hundreds upon hundreds of 15mm miniatures. Turks, Poles, German, Berbers, and the list goes on and on.

This confrontation pitted the Turks and their armies against a Christian coalition that was intent on saving Vienna against the ravages of the Sultan.

The struggle lasted over four hours with five players moving their vast forces in front of the walls of the besieged city. In the end the Turks were repulsed after a devastating attack on their left flank by the Polish winged Hussans.

The Turks fled across a river narrowly missing a chance to decimate the Pope and his Christian army.

The figures (miniatures) were provided by Todd and the city wall fortifications supplied by Scott. Thanks to one and all for a memorable event.

DBA:

Bob R hosted this game that pits two players against each other using small numbered 15mm armies of a proximately 20-30 figures on each side. In all seven games were played. The armies used included Imperial Rome, Teutonic Knights, Medieval English, Burgundies, Alexander Successor, Aztecs, Frankish, and Irish. The games lasted 30 to 60 minutes each. Many thanks to all those who stopped by to try out this fast, fun, and energetic miniature game.

Cinematic Space Marines:

Scott H. hosted a 28mm miniature game played on a far flung planet in an unimaginable future. Space Marines engaged in a hand and blood battle against their old adversary – The Orks. In a contest that lasted an hour and a half four players saw the Ultra Marines win in a close hard fought fight. Long live the emperor!

Romans vs. Celts

Craig S. using his beautifully painted 25mm figures ran a Gallic War scenario circa 50 B.C. Four Roman Legions with ballista crews, cavalry, and elephants had to protect their siege train against a Celtic force twice their number.

Six players controlled the opposing forces which engaged in good generalship on both sides. All the cavalry on both sides was light and less than twenty percent. In the end the Celts failed to destroy the siege train and the Romans were unable to inflict a fifty percent casualty rate upon the Celts thus ending the game in a draw.

The conflict lasted two hours bringing a smile to the faces on both sides.

Fennians War:

Todd P. ran a two hour 15mm game based on a little known historical fact. In 1866 Irish American Civil War veterans invaded Southern Canada in hopes of driving out the British and establishing a free Irish State in North America.

In this small scale reenactment the Irish crossed the border and defeated a force of Canadian Militia sent to stop them. It is still unclear in the Irish Harp will replace the Union Jack.

Pig Tickler:

Run by our own Charles, this unique fun and fast hysterical vs. historical game is a riot! Picture if you will Victorian British Lancers in India chasing a steam powered mechanical Pig on unicycles and you'll have an idea of how irreverent this game is. Charles ran 8 happy players through a series of 3 games, and each session lasted about an hour.

Thanks Charles, and watch out for that Clockwork Robot!

Classic Battletech:

Mike H. hosted a futuristic game where giant robots with human crews hammered away at each other using a variety of weaponry. Think of it as tank warfare gone amok. Five players played for a little over five hours. When the dust settled everyone shook hands waiting for the next encounter.

Rouge Trader:

This game was a Warhammer 40K Tournament. Six players fought for 9 hours using armies that included Imperial Guards, Blood Angels, Space Wolves, and Korn Betrayers until a champion was announced.

Chad Gleason won the tournament and Victor Novak placed second also, grabbing the award for best painted army.

This was a monumental struggle and many thanks to all who participated.

Painted Booth:

During our convention a Painting seminar was held. This was open to any and all. People of all ages sat down and tried their hand at painting their first miniature helped by some of the clubs experience painters.

Thanks go out to Steve, Bob B., Tom S., and Dale C. for their invaluable assistance. Many heart felt thanks go out to all who helped make this pipe dream a reality – Pat & Paula of Gnome Games for their continued support and assistance and to everyone in the club; the members and their families who took the time to make our first convention a success!

All of us in the club want to thank everyone who came to share in our hobby and our fun! It is our hope that you will spread the word and come to our next convention. We'll work hard to make the next one even better! ~JR