

Gaming the Way Life Should Be!

Fall Updates! Welcome to our (revived) club newsletter!



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Huzzah! 2025 (Huzzah – the Crossing) is in 7 months. At the moment we are writing this Newsletter – we have a bit of a wrinkle – our Huzzah committee chair from 2023-2024 has stepped down. Petra would not be able to attend in 2025, so she has handed her role back to the committee. The Huzzah committee should be meeting (soon) and selecting a new chair. In the meantime, the venue is reserved, hotel rooms are (soon) available, and we look to transition everything smoothly from 2024 to 2025. Fingers crossed! While we start to ramp up planning – Game Masters (GMs) should take this time to start thinking up themed games to go with the 2025 slogan – and start thinking about terrain and game needs for what they would like to present in May. We are looking for volunteers to help on the committee – it is always fun, and when we get closer – volunteers for the actual event.

Watch your emails (and future newsletter editions) for more Huzzah! information as it develops.



2025 Officer Nominations

By Brian Butler, Club VP and Wayne Warner, Nominating Committee

At the moment of publication – here are the nominations for club officers for 2025:

President – Brian Butler

Vice President – **OPEN**

Treasurer – Alan Tibbets

Secretary – Billy DiGuilio

Board Member – Larry Irish

Board Member – Matt Lalemand

Board Member – Jeff Estabrook (2024)

The nominations were presented to the board at the October meeting and tabled and distributed to members by email. We plan for the November 12th meeting that the nominated slate be “put back on the table” for a membership vote. **NOTE – any member can (and should attend the November meeting (via Zoom) – at which others can be nominated – and our 2025 officers duly elected.**

We also have the following volunteer needs:

Huzzah! 2025 Committee Chair – We need a person to lead the planning for 2025, and to be the face / director at Huzzah! 2025 Coaching, mentoring, and support are all provided with support from the Huzzah! Committee and club officers.

Newsletter article writers! We are always looking for newsletter content. Whether you want to write a regular piece or just a battle report, or be the editor in chief, let us know.

Memberships for 2025 – Do not forget that we will soon have it set up for you to renew your membership for 2025! A link will be emailed, and it will also be on the club website. It is important to renew and do not forget – **members have benefits!**

Upcoming Events

By Brian Butler, Club VP

The following are a summary of upcoming events – this will be updated on a rolling basis.

Tuesday November 12 – Annual Meeting Zoom Call!

Watch your email for a zoom call link – the meeting will begin at 7:30m PM and includes election of our 2025 officers.

Saturday November 16 – Games Day! We have reserved the PortCon Maine location at the Maine Mall for our last games day of the year. **Pizza and soft drinks are provided.** Members (you) are free – guests are \$10. See our Facebook event (in our members space) and emails for more reminders and details. **We look forward to gaming with you there!**

Winter Games Day – Location and Date to be set – we will try to not have it overlap with other game weekends in New England. Likely at a volunteer FLGS. **Ides of March Anyone?**

Huzzah! 2025 – The Crossing! 16-18 May 2025 – planning begins in the fall. We already have our reserved weekend set. Contact us if you would like to be on the planning committee.



Letter from the President

By Mike Ashland, Club President (2023-2024)

Dear Members,

I have had the honor of being the Maine Historical Wargamers Association President for the years 2023/2024, but early in 2024 a personal obligation demanded most of my time and attention elsewhere. I had high goals set for 2023 and was looking forward to completing more of these goals in 2024, but it was not to be. As my fellow board members know well, volunteering to accept an officer's post in the MHWA can be a large time and energy commitment, and I was forced to withdraw from most active participation in MHWA activities.



Fortunately, our Vice-President, Brian Butler, had the fortitude to step up and take over the duties of the President as well as his own, and has done a wonderful job keeping us on track this year. We all owe him a large debt of thanks for his gallant dedication and determination to keep the MHWA on track.

Brian may be the most visible volunteer in the MHWA right now, but he is not alone. Seven other officers share the year-long administrative load with him, and running our large, three-day convention in Portland (Huzzah!) requires many more. Without this large pool of dedicated volunteers, the MHWA could not function as a primary source for historical miniature wargaming in the great state of Maine. My deepest thanks go to these volunteers who make it all happen, year after year.

The gaming culture, just like all human endeavors, continues to evolve. Perhaps our greatest challenge is keeping the MHWA relevant to our target customers; Mainer's who enjoy matching wits in person with other players across the table. Do you have an answer, a concept, or a suggestion to offer? If so, please consider stepping up and doing your part.

Hope to see you across a table soon.

Regards to all,

Michael D. Ashland

MHWA President – 2024

What is Old is New Again

By Brian Butler, Club VP

In September – I received a copy of the new Bolt Action version 3 rulebook! I had to quickly read the good parts – and pulled together a US Army list to play at the 3rd Edition Launch Party held October 5th down at the **Pint and Pawn in Biddeford, Maine**.

My list was a hodge-podge of things under the new force org chart for pickup games. The new organization structure for forces is a hallmark of the new edition. I took the required infantry platoon (more or less large squads of paratroopers), engineering platoon (minimum engineer squads with flamethrowers and halftracks), and an armored platoon (the minimum M2 scout car and Sherman Tank). My opponent was a great Bolt Action player who had traveled up from Massachusetts. His German list had the required infantry platoon, a heavy weapons platoon, and an armored platoon.

The game (battle) was fought around a rock walled church in a ruined village. It was a slug fest, but in the end, I was losing units fast in a game capped off with great beers. I learned a bunch about what would work or not – enough from which to go with a better list for the next time! Crazy moments in the game included my turn 1 roll of box cars when rolling to activate a pinned halftrack – almost having it run off the table! I have lots still to read and learn for this game. What is old is all new again!



New Projects and Scales

By Wayne Warner

Those who I game with and those who have played in my games know I focus on 28mm skirmish games with an occasional side into naval and air combat games. Two main reasons for this, I came to miniature historical gaming after first spending years assembling and painting scale models (who knew you could play with your models!) so 28mm fits my enjoyment of painting first. The second reason is that when introduced to the gaming aspect my new friends already had extensive collections in 15mm for grand scale historical gaming, no need to do what had already been done.

I, like all model builders and miniature gamers have great difficulty avoiding new projects but have until recently been able to stay in my lane as it were, until now.

At the beginning of this year, I was introduced to a game and scale that is captured my attention. We played a series of engagements in 10mm of Great War Spearhead II and I was hooked. While I have several WW1 game rules and figures they are for small unit actions or naval, GWSH hits the sweet spot for the vast armies and grand maneuvers of 1914 both East and West. In full disclosure I have played both Modern Spearhead and WWII before and was not impressed just didn't work for me, but for WWI its great at depicting the vast army's and the difficulty in commanding them not to mention the advent of new and very destructive weapons decimating whole divisions in short order.

Normally when I enter a new period I will collect and paint both sides, but the group already had collections of Germans, French, British and a wee bit of Belgians so I decided to ease into it with an Imperial Russian force! The eastern front is often neglected but visions of Tannenberg dancing in my head I started collecting.

Matching the original group, I went with Pendraken 10mm for all the figures as well as artillery and limbers, for basing I use Shogun Miniatures mag bases. So far, I have assembled, painted and based one full Division.



That is 704 figures not counting command and artillery stands with the goal of eventually fielding two full divisions. Fortunately, the Russian army in this period had a simple uniform to paint in mass, I first clean each figure and base them, this works well with the small color palette needed. I then airbrush prime then the next day airbrush a base Middlestone uniform color one regiment at a time.

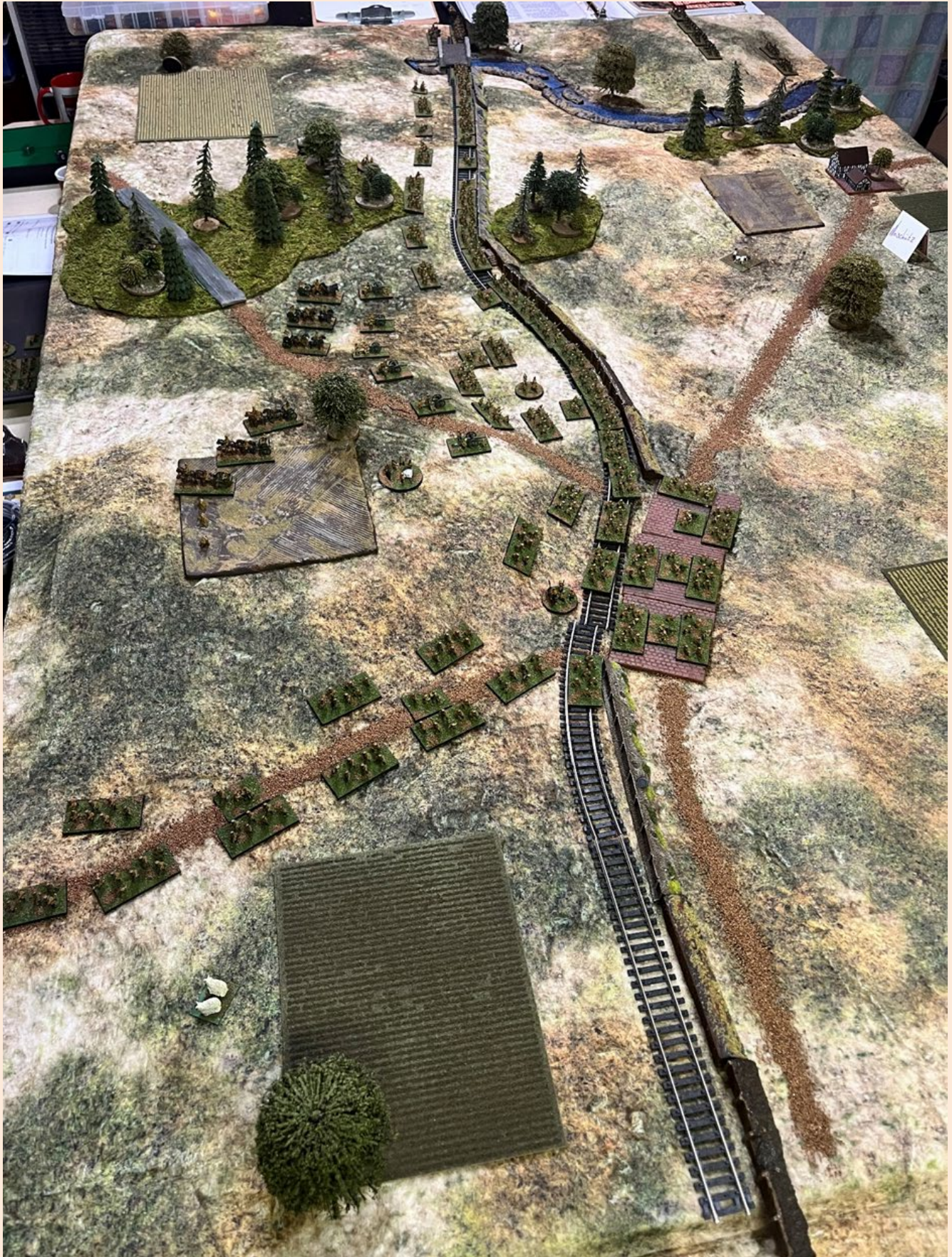


Next is tedious bit of painting the details, yes 10mm is small but the details are still there. Black for boots, belts, and cap visors. Flesh for face and hands with brown and a metal for the rifles, I also pick out the pack rolls and bread bags in khaki. The final bit is a wash of a light brown, I will not use washes on 28's but in small scale it blends the colors and fills the shadows well enough.



At this scale there is no need for an earth tone base material just green craft paint followed by PVA glue and a dip in some fine flock. I finish with a black border and a color code system for unit ID.

Deployed for Battle



HUZZAH! 2024 Vendors! Thank You!

Company	POC	Website
Wee Wolf Miniatures	Donald Hauser	https://weewolfminiatures.com/
Bloody Scotsmen	Dave Valentine	https://bloodyscotsmengames.com/
Trench Coat Minis/Trilaterum	Timothy Colonna	https://www.trilaterum.com/
MSD Games	Marty Fenelon	http://msdgames.com/
Things from the Basement	Joerg Bender	https://www.thingsfromthebasement.com/
Day of Battle	Chris Parker	https://www.chrisparkergames.com/
Silver Eagle Wargame Supplies	Jacob Kovel	https://www.silvereaglewargames.com/
Midgard Comics and Games	Jason West	https://www.midgardhobbiesandgames.com/
Legendary Wares	Kirsten Vargas	https://www.legendarywares.com/
Mountain Rogues & Farm	Ruth Savage	https://mountainrogues.com/
Breachstorm	Zach Senchuk, Trevor Attridge	https://www.breachstorm.com/
Polygon 3D	Chris Thibeault	https://www.polygon3d.us/
Machine Room Productions	James Ortega	https://www.jamesortega.art/

