

Gaming the Way Life Should Be!

Summer Updates! Welcome to our club newsletter!



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News from the Board

Huzzah! 2026 (Huzzah – the Revolution) is less than a year away. This will be our 16th Huzzah! We already have the contract signed with the Hilton Doubletree in South Portland. Huzzah is the largest wargame convention in the state of Maine, and it is a wonderful place to catch up with friends, make new ones, and create opportunities for year-round games and hobby fun. We chose this year's them to specifically match 1776 – the 250th "anniversary" of the USA. May 15-16-17, 2026!



Watch your emails (and future newsletter editions) for more club and Huzzah! information as it develops. ALSO – do not forget we are a continuing sponsor of the Wargaming Recon podcast.



Club Needs

We have the following volunteer needs:

Huzzah! 2026 Committee Chair – We need a person to lead the planning for 2026, and to be the face / director at Huzzah! 2026 Coaching, mentoring, and support are all provided with support from the Huzzah! Committee and club officers.

Social Media / Communications – We need a volunteer who would like to oversee and provide club communications and features on our various platforms.

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. Right now, it is pretty ad-hoc.

Upcoming Events

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

MHWA Summer Games Day and BBQ! August 23, 2025 – Windham Maine – at the Veteran's Center. Watch for news from our VP. We need to have some GM's volunteer – like last year's BBQ – burgers and such are provided. BYOB, and bring a side dish or dessert or chips to share!

Annual Meeting - November 2025 – Election of board officers. ***Nominations should be provided by the October board meeting*** so they can be sent out to members and voted on in November.

Fall Games Day! November 2025. Watch for news from our VP. All day gaming with a club sponsored meal! Fun with friends!

Winter Games Day. March 2026. Watch for news from our VP. All day gaming with a club sponsored meal! Fun with friends!

Huzzah! May 15-17, 2026. Our signature event. See our club website and Tabletop Events for more info. <https://mhwa.info/huzzahcon/>





Huzzah! The Crossing Recap

By Brian Butler

First off – I want to thank all the volunteers who helped make Huzzah a success. This was the first time I have chaired anything like this, and we could not have done this without you! Huzzah included over 118 unique games played in the 6 sessions – NOT INCLUDING TOURNAMENT GAMES – which is always amazing to see.

Pulling this off meant we had over 24 volunteers who provided everything from our artwork to IT and registration setup, scheduling, vendor arrivals support, registration desk support, loadout and cleanup, best in session game judging, painting comp judging, raffle coordination, accounting, and announcements. It truly takes a village to get it all done. Also, thanks to the 12 or so hotel staff directly involved in Huzzah, including setup, lunch and bar service, coordination, cookies, and cleanup.

The scariest part for me was watching registrations come in. Huzzah is nothing if nobody attends, and I was incredibly grateful to see that by Saturday morning, all the rooms and available tables were full. Overall (with some people being double badged) our registration numbers looked like: 58 Game Master Badges; 6 Volunteer Badges; 20 Vendor Badges; and 266 Attendee Badges.



One of the best memories from Huzzah was seeing the event enjoyed by vendors and gamers who had never been to Huzzah before. Huzzah is a great social event, where old and new friends can meet up and roll dice, enjoy games and beverages, and compete or work together to have fun. We even had a gamer who dropped in to just see us on Saturday morning and then stayed well into the evening.

One thing we want to work on is Sunday. As Huzzah ebbs and flows, one thing has remained constant – weak use of our space on Sunday. This year we added a registration option for just Sunday, which was appreciated by some in the community who had to work Friday and Saturday but had Sunday available for gaming. This year we had games that started Sunday morning and went well into the afternoon. Filling the Sunday session will be a goal for 2026.



Storming the Keep.



Storming the Alamo.

Storming...

In a military context, "storming an objective" refers to attacking or assaulting a designated target or position. This could involve a rapid and forceful assault on an enemy stronghold, fortress, or other strategic location to seize control.

In video games or other objective-based scenarios, "storming an objective" describes the act of aggressively pursuing and taking control of a specific goal or target within the game. This might involve engaging enemies, overcoming obstacles, and securing the objective to achieve victory or progress in the game.

Letter from the President

By Brian Butler, Club President (2025)

Hey Gamers!

I have been president of the club now for nine months or so, and it has been a constant stream of activity. Key work and accomplishments over this time have so far included:

Huzzah 2025! The Crossing – I am acted as the Huzzah chair this year. We always have meant for the Huzzah chair to be someone other than a club officer, so the officers can work on the full club activities and provide better governance over all the club activities. Starting in December – I learned how to use TableTop Event's website for convention development, opened it to start convention business, and worked to get vendors and game masters signed up in time for attendees to register. It was an interesting adventure, and I appreciated the support of Bob Yates and Larry Irish to keep this going.

Website Updated – Another item we addressed last winter was working to update our club's website. We have had a call out for a volunteer to be the webmaster, but in lieu of that, we figured out the access point and got in for some much-needed updates done. The past newsletters are now available there. We still need a webmaster and need to start updating the site again.

Monthly Board Meetings – Hey, we are a club with a charter and requirements for good governance. In case you did not know, the board meets monthly via Zoom, with regular reports on finances and plans for activities. These are not secret meetings, but because general membership attendance has been low, the Zoom invitations have gone to the board officers and directors. If you ever want to attend, let us know. The meetings are not too dry, and they all include a trivia segment.

Hobby Time – Besides getting Huzzah organized, I also ran tow games at the event. All my hobby time into the spring was spent assembling, painting, researching, and writing for the Bolt Action-based games I presented at Huzzah. Now I am scratching my head about what to do for 2026! Hope to see you across a table soon. It might entail picking up a new game!



Battle for the Son Bridge

By Brian Butler

This is a recap from one of the two Bolt Action scenarios I presented at Huzzah. The Friday night game...

On 17 September, 1944 shortly after the parachute landings of the 101st Airborne Division east of Son during the first day of Operation Market-Garden, the whole 1st battalion of the 506th regiment headed west through the town of Son to one of their main objectives, the swing bridge over the Wilhelmina canal. The attack found Son and the bridge defended by a Luftwaffe battalion with 88 mm AA guns, 37 mm AA guns, machine guns, and support troops. The Luftwaffe troops were in defensive positions facing west – towards Eindhoven!

In this game, players were divided into the two sides of the battle – and briefings and mechanics were used to make sure each team best operated together – rather than as separate battles between different opposing players. The game was set with asymmetrical win conditions with set lists – a 1,000+ pt game. Overall, the mechanics and the game worked out well!

Certain German units were pre-deployed for the scenario, facing away from the direction of the drop zones. All units in the game had reference cards to facilitate game play. The US side included two special characters Col. Sink and Captain Winters) with their own rules to be used just for this scenario. The game began with the US side deploying half of their units.

The players running the German side were at first dismayed, as all their AA units and units defending the bridge – were few and all facing the wrong way – towards Eindhoven. They had the option to blow the bridge – which was balanced by the fact that their officers all wanted to flee across the same bridge first. Of course, if the officers fled, their units would have all sorts of moral issues. To make matters more stressful, their reserve units would all enter from the side edges of the game – at random points – representing their small units and patrols in fighting retreats towards the bridge. 16 total order dice.

The US players were given a good briefing including a hint that their best plan of attack was to quickly advance on their right through the woods. The special rules for Winters included a unique / thematic "snap to" rule that would help them move faster, and for Sink, a special reinforcement rule to bring in one destroyed unit of their choice back on as a reserve "called in from the drop zone." Their squads were larger than the German units, stubborn, and armed for quick movement, high firepower, and assault. 10(+1) total order dice.



During the first turn, the US side could opt to bring in their reinforcements, which they chose to do. They chose to attack on a wide front, including advancing up the road. They decided to bravely ignore the 88mm Flak Gun that could fire directly down the road towards town...

Battle for the Son Bridge (Cont'd)

As the dice were drawn from the bag (the mechanic we used had the game start with the German to US Dice at 8:10), the Germans began spinning very AA gun and heavy weapons support team towards the US and where possible going on Ambush. The German AA platoon leader and his entourage mounted their Kubel Wagen and beat a hasty retreat to the bridge!

On turn 2, the German side decided to add their reinforcements to the bag, and we continued. The US side continued to advance (rather than run) while taking pot shots at any German units they could see. The 88 fired at a US para squad on the road – and missed! German reinforcements started to randomly come into the game, evenly along the table edges. Note that German units ranged from inexperienced to veteran. Their entry started to bog down the US side. At the end of the turn, a second German officer (leader of the heavy weapons platoon) dashed onto the bridge and lit the fuse on the demolition charge – the bridge was going to blow after two dice were drawn from the bag!

On turn 3, the Germans got the first dice, and their officer cleared the bridge. After the second dice – the bridge was blown – trapping the remaining German units on the Son side of the bridge! The US side still had means to get points – by eliminating German AA guns and heavy weapons (9 points possible). The Germans – having blown the bridge (they had 6 at this point and could get 10 more by destroying US units) were going to have to fight hard to guarantee a win (most German units were inexperienced).

The game continued through turn 6. The game play became tense and exciting with paratrooper squads needing to eliminate the heavier German units while being shot at by inexperienced units. Towards the end the US had eliminated two 37mm AA guns but were really surprised at the entry of a (small) veteran Fallschirmjaeger squad armed with assault rifles – which seemingly mowed down units, and the loss when Col Sink being taken out before he could use his reinforcement rule.

The final score was the Germans winning, 11 points to 6 points out of a possible 17. As in history, the bridge was gone. For the players - fun was had and lessons learned. For me? New models for the collection and great memories of a game well played.

Deployed 4 Battle



Venturing Afield

By Alan Tibbets

If you are looking for a fun tournament focused gaming convention, look at the Canadian Tabletop Championship – CTC. This event takes place in **May and is held in Ottawa, Ontario**. CTC is a cornerstone national gaming convention for any tabletop enthusiast!

<https://ctcgc.org/>

For the last two years a few of us have headed north from Maine to play Bolt Action, and from my experience you will find keen competition, friendly players and decent prizes. If you play something else there are plenty of opportunities. In 2025 there were tournaments for:

- Bolt Action
- Flames of War
- Team Yankee
- Middle-Earth Strategy Battle game
- Star Wars Amada
- Star Wars Legion
- Star Wars X-Wing
- Warhammer 40K
- Warhammer Age of Sigmar
- Warhammer The Old World

They also offer free gaming play on Friday and Saturday night.

A quick rundown on the Bolt Action tournament: 5 games over 2 days with space for up to 50 players (we ended up with 24, still a respectable number).

The event was held at a Curling Club (after ice-out, the editor), with no hotel within walking distance. We found accommodation (Air B&B and hotel) easily enough, and lunch was available at the venue.



HUZZAH! 2025 Vendors, Sponsors, and Supporters! We Thank You!

Company	POC	Website or Contact Info
Doug & Dan's Gaming and Hobbies of Auburn, Maine	Doug	DougandDansGames@Gmail.com
Greenhouse Games of Augusta Maine	Tom Hillman	falange36@aol.com
Wizard Ridge Gaming of Winslow, Maine	Elbert Wheat	wizardridgegaming@gmail.com
Crossroad Games pf Standish, Maine	Brendan	https://crossroadgames.com
Day of Battle Games	Chris Parker	https://www.chrisparkergames.com/
Wee Wolf Miniatures	Donald Hauser	https://weewolfminiatures.com/
New World Terrain	Cullen Wegman	https://www.facebook.com/newworldterrain2023
Hobby Bunker	Matt	http://www.hobbybunker.com
Trench Coat Minis/Trilaterum	Timothy Colonna	https://www.trilaterum.com/
Things from the Basement	Joerg Bender	https://www.thingsfromthebasement.com/
Silver Eagle Wargame Supplies	Jacob Kovel	http://silvereaglewargames.com
Leo's Basement	Leo Walsh	N/A
Rubicon Models USA	N/A	https://www.rubiconmodelsusa.com/
Steve Jackson Games	N/A	https://www.sjgames.com/
Wargaming Recon Podcast	Jonathan J. Reinhart	https://wargamingforums.com/
Muses Touch Miniature Painting	Carol	https://www.facebook.com/Themusestouch/

