
THE FIFTH COLUMN

The Newsletter for Big Muddy Historical Gaming Alliance

October, 2004. Vol. 9, Issue 10



CSS Arkansas as it looked when it was in action at Vicksburg

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Meeting Notice

BMHGA board meetings will be held the first Wednesday of each month at 7:00 p.m. usually at Underground Games and Hobbies. All members are invited.

Contact an officer for the location of the next meeting.

Big Muddy in Cyberspace

Check out our current homepage:
<http://www.bmhga.org>

The Metro East Gamers Association at:
<http://homepages.apci.net/~tpcalla/mweb/index.htm>

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The Perfunctory Stuff

Who We Are and What We Do!

Big Muddy Historical Gaming Alliance is a club dedicated to promoting historical miniature gaming in the St. Louis Metro Area through Game Day Events at the Hobby Shop, Fantasy Shop (St. Charles), Medieval Starship, and Underground Games. We also sponsor two annual Conventions and publish a monthly newsletter.

2004/2005

Executive Committee Members:
President: Joe Shaffer

Vice President: Robert Galavan
Treasurer Bill Doelling

Secretary: Mark Johnson
Member-at-Large: Pat Connaughton
Representative: Jon Bancroft

Committee Chairmen:

Newsletter: Richard Wright
Web Site: Zach Voltrain
Directory: Pat Connaughton
Gaming: Harold Wones

Store Liaisons:

The Fantasy Shop: Larry Freeman
The Hobby Shop: Harold Wones
Medieval Starship: Joe Shaffer
Underground Games: Mark Johnson

The *Fifth Column* is the newsletter for the membership of Big Muddy Historical Gaming Alliance. It is published 12 times each year and is mailed to all the members in good standing as well as shops, vendors, and other interested parties. It can also be found in game and hobby shops in the St. Louis area.

If you would like to join Big Muddy, please send your name, address, phone number, and your hobby interests in the mail to the address below. Include your \$10 dues to the Big Muddy.

Big Muddy web site:
<http://www.bmhga.org>

Offical email:
bigmuddyhga@juno.com
Offical snail mail:
BMHGA
1410 Mohican Trail
St. Charles, MO 63304



Editor's Slant
by Richard Wright

Command Con is just around the corner, November 19-21! Can't wait to play all those games and view what the vendors have in store for us this time. It is kind of that 'kid in a candy store' situation. This Con, I will be hosting a custom Ironclad game with the new rules of a local - Raiders & Blockaders. I have always been partial to the old Yaquinto game - Ironclads. This one beats that set and has some pretty neat innovations in game mechanics.

How many projects do you have going? Do you have a tendency to have several going at the same time or do you

focus one at a time? I am a multi-tasker...much to my detriment sometimes. The Coral Sea campaign has started. First three turns had been played and the rules are working really well. They are fun, too boot!! Since I chose to be the Japanese commander early in our game development, I obtained the 1/700 scale ships that we need for the game. It sure is fun getting back into plastic modeling after a 20 year hiatus. I have two mine sweepers, two subchasers, three destroyers, and one transport completed. Two US subs are just about finished. Looking forward to getting into the seaplane tender next. Along with the ships, I am painting the 1/300 scale Jap aircraft for the campaign, too. You see, I already have a bunch of projects going, but I'm still painting the rest of my 15mm Parthian Army for DBM and adding some bowmen to my Crusaders of the same scale. And then there are the 1/285 scale armor for the 5th Panzer Division using KampfGruppe Commander rules. Did I tell ya about the 15mm ACW troops that are on the 'de-flashing board'? How about the town castings for WWII...AAAaaaarrggghhh!!!

Call for Nominations!

Did you know that Big Muddy will be voting for a new President, Secretary and Member-at-Large in November during Command Con? Are you satisfied with the way things are? Can you make a difference with YOUR wargame club? Yep, this sucker is as much YOURS as the next fella pushing lead or card board. Best way to get involved in "making the best club on the planet" is to be at the meetings each month and/or becoming an officer in the organization. The incumbent President (Joe Shaffer) and Secretary (Mark Johnson) are running again this year and no one is opposing them. Jon Bancroft is a nominee for the Member-at-Large.

President Secretary Member-at-Large

Put your name in the hat by calling any one of the Executive Committee members on page 2 or email bigmuddygha@juno.com.

War Stories from the Napoleonic

by Adam Jones III

Editor's note: I thoroughly enjoyed the first part of Adam's description of the campaign battles. He has a terrific writing style. I couldn't fit all of this story in this issue...the second half will be posted in the next (November) issue.

These two stories are generated from the Napoleonic Sailing Ship campaign being played by a group of gamers that have been involved in gaming for many years. The campaign has started on its second game year and the first year was filled with very interesting and exciting naval battles. The campaign started some two real years ago with six main countries being handled by gamers and a number of minor countries and a vast unexplored central continent that was run by the game master. Unfortunately, the game broke down within the first two game months and lay dormant for a time. Then, some of the original participants resurrected the game, recruited new players and started the game over. The game has continued uninterrupted since that time. The two stories that I have written are generated from some of the battles that occurred during the campaign. I will first write of the background that set up the two battles. I will then write about two ships that fought actions that got the ships recognition and rewards within the campaign. I will be using a narrative format and fictionalize some details to increase interest in the stories. *(editor's note: This is about the 2nd battle. Read about the first on in July 2004 issue)*

Additional Note: Unfortunately, as I finish this story the campaign has ended again due to many of the participants moving or changing jobs. The good news is that a reformatted campaign is starting very soon. If anyone is interested in playing, post a message on the Big Muddy web site.

Battle #2

DARN: Ship of the Line #808 vs DWS COURAGEOUS

Background to the Battle:

The Eastern Alliance had discovered the small island nation of Tuscany in July of 01. The good news of the discovery was that Tuscany was quite small and not much of a threat all by herself. The bad news is that a month after her discovery, the Tuscan government aligned herself with the Federation of Unaligned Nations (F.U.N.). The F.U.N. alliance had been a thorn in the Alliance side since the beginning of the game. The other bad news was that

Sailing Ship Campaign - Part Dew

First part of the story

Tuscany was located amongst several of the Alliance trading lanes connecting the colonies on the main continent with the home countries. The threat of F.U.N. ships based in Tuscany and raiding the trade lines was too much to accept and the Alliance made the decision to conquer Tuscany in October of 01. The country of Indig commanded the initial attack. The Papal States, Poltavalant and the Grand Duchy of Darn contributed forces with the Papal States bringing the largest contingent of ships and men outside of Indig. The initial moves went well with the Alliance fleet successfully blockading Tuscany and effectively eliminating the Tuscan merchant fleet. A second fleet was assembled with the invasion troops and escort. They were scheduled to arrive later in the month and land troops to complete the conquest. Unfortunately, that never happened.

The Tuscan fleet was not quiet during the initial phases of the war. The Alliance managed to catch the Tuscan Fleet in harbor when the blockading fleet arrived. However, the Tuscans had a plan. First they attacked out of the harbor with her ships of the lines but not to engage and defeat the Alliance, but to allow the escape of her extremely large frigate force. Once the frigate force was out, it was hoped to raise havoc among the transport lines and to lend support to a F.U.N. relief fleet arriving to assist the Tuscans. The Tuscans executed their plan to the letter. Tuscan ships of the line tied up the Alliance ships and some twenty Tuscan frigates escaped unharmed. The one Tuscan ship of the line that had been damaged was towed back to harbor under Alliance cannon fire, much to the embarrassment of the Alliance.

The Tuscans were not finished. After the frigates escaped, they rendezvoused with the F.U.N. fleet and managed to locate the Alliance invasion fleet. Superb maneuvering by the combined Tuscan and F.U.N. fleet allowed them to catch the invasion force with inadequate escort. The combined fleet proceeded to decimate the invasion force. About half to two thirds of the transports were captured or sunk along with the troops in them.

The Alliance had been handed a defeat even more devastating than the Vagmur fiasco in May of 01.

The Alliance was forced to withdraw the blockade fleet and regroup to continue the fight. There was serious talk of postponing the invasion for a couple of months. The Grand Duchy of Darn disagreed, stating that any delay would allow even more F.U.N. allies to arrive and strengthen the Tuscans.

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Big Muddy HGA Annual

Select one or more Game Days for a presentation.

Game Days	Hobby Shop (Central; 1st wk)	Fantasy Shop (Northwest; 2nd wk)
January '05		
February '05		
March '05	<i><u>No Scheduled Events</u></i>	
April '05		
May '05		
June '05	<i><u>None Scheduled</u></i>	
July '05		
Sept'04		
October '04		
November'04	<i><u>No Scheduled Events</u></i>	
Dec'04		

Referee Contact phone and email

Comments:

Contact the Big Muddy rep for the Hobby shop indicated (Central, Northwest, etc) and let them know of your event OR contact the shop direct. Phone numbers listed on page 19.

Game Day Event Sign up Sheet

Black-out times are noted in the appropriate boxes.

Underground (South; 3 rd wk)	Medieval (East; 4 th wk)
<i>- Barracks Battles on March 18-20</i>	
	<i><u>No Scheduled Events</u></i>
<i>- Command Con on November 19-21, 2004</i>	
	<i><u>No Scheduled Events</u></i>



October 2004 Meeting Minutes

Big Muddy Historical Gaming Alliance

Executive Board Meeting

10/06/2004

Underground Games & Hobbies, Fenton, MO

Meeting called to order at 7:00 PM by President, Joe Shaffer

Officers Present Vice President Bob Galavan; Treasurer Bill Doelling;

Secretary Mark Johnson

Members Present: Zac Votrain

September Meeting Minutes approved.

Old Business:

Treasurer's Report: Balance Brought Forward \$307.06

Income Dues \$ 10.00

Pre-Reg for Command Con \$ 15.00

Expenses: Mailings \$ 70.00

Misc Expenses \$ 10.00

Account Balance \$252.06

The insurance is paid up until November, 2004. Payment due prior to Command Con, about \$220.00

CommandCon Convention Report:

Chairman, Pat Connaughton was not present.

President Joe Shaffer and the Executive Board have once again begun the process of trying to recover the information which has not been forthcoming from the former Convention Chairman. If you have submitted a game or event to the former Convention Chairman, please provide the information to one of the officers for inclusion in the Preliminary Events List (PEL).

Once again, the board calls upon the Convention Chairman to provide the database of vendors, Game Judges, and other points of contact.

The Preliminary Events List has been reconstructed, and has been provided to the Fifth Column Editor for publication, and to the Webmaster for posting on the BMHGA Website. See the BMHGA Website for the latest info.

Command Con 2004 is scheduled for November 19-21, 2004, at Grant

Shelter, Jefferson Barracks. Doors open Friday between 7:00 and 8:00 AM for set up, with gaming beginning at Noon.

Admission: \$5.00 Friday; \$10.00 Saturday; \$5.00 Sunday; \$15.00 for Weekend (at the door), \$12.00 for Weekend (with pre-registration).

Anticipated Vendors: George Johnson (GAJO); Earl Hodgen; George Knapp; Hobby Shop; Laden Swallow; Larry Freeman; Titan Miniatures; and Underground Games and Hobbies. More vendors are a distinct possibility.

A number of vendors will have purchased advertisements in the Convention Program. Program Ad Rates: Full Page - \$25.00; ½ page - \$15.00; 1/4 page - \$8.00; Business Card or Logo ad = \$5.00. We plan to have 12 to 16 gaming tables for each session.

"Swords and Roses" will be presenting their well-received concession stand again.

Fifth Column:

The next issue of the Fifth Column will be the November issue especially dedicated to COMMAND CON. The deadline for submissions is 11/5/2004.

Due to our point of contact for printing the newsletter no longer being available, we are seeking another printer. If a member has an economical source for printing the newsletter, we would welcome suggestions.

President Joe Shaffer recommended that we market ads in the 5th Column, so that it at least partially pays for itself.

5th Column Ad Rates: Full Page - \$5.00; ½ page - \$2.50; 1/4 page - \$1.00; Business Card or Logo ad = \$1.00

Call for Nominations:

The offices of President, Secretary, and the Member-at-Large will be elected at Command Con in November. The Incumbents have been nominated. Additional nominees are welcome. The nominees are:

President - Joe Shaffer

Secretary - Mark Johnson

Member at Large - Jon Bancroft

Big Muddy Activities and weekly Game Days continue:

Points of Contact are:

Harold Wones for The Hobby Shop (1st Saturday-When it re-opens)
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Indeed, information discovered after the war revealed that the Country of Orleans had dispatched a large fleet that was due to arrive in late November. The Orleans fleet arrived one day after the Tuscans surrendered. The Grand Duchy had anticipated that there may be some problems and had dispatched a fleet along with transports and troops to assist the Alliance. That fleet plus others from the Papal States and Poltavalant would allow for a second attack against Tuscany and the F.U.N. fleet. After a vigorous debate, it was agreed to renew the attack immediately.

The Papal States contacted one of the F.U.N. partners and with skillful negotiation (and bribery), convinced her to withdraw her support and fleet, weakening the F.U.N. fleet by some thirty percent. The Alliance reorganized the fleets and sailed into the attack again in the middle of November of 01. The Tuscan and F.U.N. fleet came out to meet the new threat. The Tuscan fleet fought magnificently. Outnumbered and outgunned, the Tuscan fleet fought the Alliance fleet to a standstill and inflicted heavy damage particularly to the Papal States contingent. At one point, all of the Papal States ships were not mobile and Tuscan ships that were still mobile were bravely sailing and attacking without regard to the hopeless situation. In the end, however, numbers mattered and the Tuscan fleet was totally defeated.

The F.U.N. fleet did not distinguish themselves so well. It appeared that the F.U.N. fleet, once seeing the overwhelming size of the Alliance fleet, decided that discretion was the better part of valor. The F.U.N. fleet began to disengage from the battle almost immediately. The Poltavalant contingent of the Alliance was small and her role was to act as a blocking force to prevent such escapes. The F.U.N. fleet overwhelmed the small Poltavalant force, capturing or crippling the entire force. The Poltavalant force did not let F.U.N. escape without loss, crippling the flagship, a French 120 gun ship of the line that had been captured by Vagmur in the Vagmur war and apparently sold to the F.U.N. fleet. The French 120 was eventually abandoned and blown up by the F.U.N. forces to prevent recapture.

The Grand Duchy of Darn had a large contingent of ships allocated to the battle. Twelve eighty-gun ships of the line and twelve forty-gun frigates were assigned the task of sailing to the aid of the Poltavalant contingent and bolster the blocking force. Events intervened and caused the two fleets to split, so when the battle started, Task Force One of the Darn fleet had been separated from the Poltavalant force and had to sail completely across the battle area to reach her ally. As Task Force One slowly entered the battle

WAR IS HELL

area, the stage was set for the heroic battle involving *Darn Ship of the Line #808*.

The captain of the eighty-gun *Darn Ship of the Line #808* was lost in thought as he peered over the gunwales and watched the horror unfolding before his eyes. The Darn fleet was slowly sailing below what only could be described as hell. The remains of the Papal States and Indig fleets were strewn across the sea. Tattered sails and dismasted ships were drifting and bobbing about. Tuscan ships, reduced to hulks were also mixed in, trying to continue the fight for survival. There was, in essence, a large wooden island consisting of ships grappled together, their crews' still attempting to carry the fight to the enemy. Amazingly, some Tuscan ships were still mobile, slowly pushing through gaps and firing into the mass. A voice interrupted him.

"Captain, signal from flag, sir" The captain turned to see his first lieutenant touching his hat. "It says make more sail." The captain glanced upward toward the billowing forest of masts and sail. Every mast had all of its sails stretched onto the yards and every one was taut as the wind attempted to push the vessel faster. The captain looked back at the first lieutenant and spotted the slight smile on his face.

"Acknowledge the signal, lieutenant" the captain retorted, returning the same smile.

The first lieutenant whirled and left the captain alone again. The captain just shook his head. We are going as fast as possible considering that we are beating into the wind, he thought. We do not have any more room for sail and we are failing to catch the Poltavalant forces to assist them as they try to keep the enemy from escaping. We are one of twelve ships of the line, following our flagship to god knows where. We certainly are not engaging the enemy. The captain again looked out over the side and took in the devastation arrayed before him. The plan was to have our fleet and Poltavalant join forces to block any escaping enemy ships. Weather and poor navigation caused the two fleets to split up and end up on opposite sides of the battle. So instead of being one force, the Darn fleet was now sailing around the battle, trying to meet up with the Poltavalant fleet and assist her in her valiant fight. Signals revealed that the Poltavalant force was being pressed hard but putting up a great fight. Now the wind was playing a factor, slowing the fleet and increasing the frustration of the crew. No matter, we are but one ship in a line of battle.

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We do what we are told. The captain smiled again and returned to his observation of the battle

It seemed like hours, even though it had been only thirty minutes, as the Darn battle line slowly beat into the wind and away from the battle. As the carnage slipped to stern, the captain could finally see his goal. Off to the starboard bow, were ships of the F.U.N. alliance desperately trying to escape the battle. It appeared that the Poltavalant ships had punished F.U.N. but did not prevent them from escaping. A number of ships looked to be damaged, especially a large F.U.N. ship. The ship appeared to be a French 120 gun ship of the line. One of her masts had been taken down and was fouled to the ships hull. The ship was not moving and slowly, the Darn fleet was closing on her. A look through the telescope revealed that the large ship was the flagship for the F.U.N. fleet. The captain reveled in the thought that F.U.N. would either have to abandon the ship and her admiral or try to rescue her, putting more ships in harms way and possible defeat. A shout distracted the captain from his enjoyment.

“Deck there. Enemy ship to starboard. Closing fast.” the call came from the crow’s nest.

The captain swung the telescope to the right and spotted the target of the shout. A large Tuscan ship of the line had pulled out of the fight with the Papal States and was bending on more sail, apparently trying to sail to the F.U.N. flagship’s rescue. Closer examination revealed that the enemy ship was an eighty-four-gun ship of the line. She looked mean and ready to fight. The sails were being handled quite efficiently and effortlessly as the ship gathered speed to close the distance. The ship was not flying any flags or signals. Curious, the captain thought. The captain called for the officers to gather on the quarterdeck.

“Any signal from flag?” the captain directed his question to the third lieutenant.

“No sir, nothing yet.” The young officer replied with a nervous voice.

The captain looked at the gathered officers as he pondered what to do. Obviously, the enemy ship is closing to fight, but without explicit orders from the admiral, we cannot leave the battle line to engage the new threat. The Tuscan ship held the weather gage and had total control of the engagement.

In Memorium

DAN HILLEN

June 21, 1950 to September 23, 2004

by Adam Jones III

On September 23, 2004, the St. Louis area gamers lost one of the first war gamers in the area when Dan Hillen died suddenly of cardiac failure. He was 54 years old.

Dan was one of the initial group of gamers that began to play in the area when war gaming was in its infancy. Back in the dark ages of war gaming, it was a pleasure to find another gamer since there were so few. Dan came to gaming from the fantasy side, starting with Dungeons and Dragons and continued to play fantasy role-playing up to his death. Dan also was able to seamlessly move into historical gaming as well. His claim to fame was his huge medieval campaign that ran for at least three to four years in its various forms. Dan also wrote his own medieval miniatures rules to go with the campaign.. His rules went through various revisions but is still a great set of rules to easily play a medieval miniatures game. Dan also was noted for his World War II naval campaigns. There were two games that in combination ran for at least 5 years. Many of the older gamers that participated in the campaign still tell war stories from those campaigns. Dan also played civil war and almost any other time period that was popular. Dan also played in two sports fantasy leagues as well, the Strat-O-Matic Career Baseball League and the Strat-o-Matic Epic Football League. Dan and his wife, Genie was also very active in the science fiction arena. They were always at the Archon Science Fiction convention and other sci-fi events. As one can see, Dan was never pigeonholed into any particular group. His easy style allowed him to move easily from role-player to historical gamer to sci-fi fan.

I met Dan in the middle 70's through our war gaming group playing at the University of Missouri-St. Louis. He was a tall man; at least 6'4" but was the quiet one of the group. He never got angry or complained during a game and set an example of quiet cooperation and kindness that I carry to this day. My introduction to gaming was through World War II armor. Dan quietly pushed me to join his medieval group, and once in, was thoroughly taken by the period. Dan made me see the bigger picture and the result is that I play all periods now. I then played in his WW II naval campaigns and quickly found that he was a great game master. Being a historical gamer, I was obsessed with historical accuracy, but Dan showed me the value of playability and also illustrated the necessity of adding some role-playing elements into any game. He had named characters running the fictional countries in the naval game with a unique personality. Dan used these personalities to shape the decisions that the countries

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Larry Freeman for The Fantasy Shop (2nd Saturday)

Mark Johnson for Underground Games and Hobbies (3rd Saturday)

Joe Shaffer for Medieval Starship (4th Saturday).

Contact these people to schedule your game at any of the participating shops.

Mark Johnson and his 25mm Napoleonics return to Underground Games and Hobbies 10/16/2004.

Fund Raising Activities:

President Shaffer has contacted Peter Bradley, the artist who will create an original, sofa-size art work suitable for framing for BMHGA to raffle off. Mr Bradley has begun the research and sketches for the painting, and the preliminary artwork will be available at Command Con. The raffle tickets will go on sale then. The winner will be chosen at Barracks Battles in March 2005.

The sketches may be used on future T-Shirts, caps or other club items. Before presenting the painting, a number of prints will be made for future sale. The suggested design for the painting is The Battle of Wilson's Creek.

All Committee Chairs are open, as of Command Con. If you have a talent or wish to make a meaningful contribution to the operations of the club, contact an officer and become a leader.

The Game Day schedule is on the Website, and has been published in the 5th Column. Make your presence know by running a game at one of the shops, or at any of the three conventions we sponsor or are associated with (Barracks Battles, Die Con and Command Con).

There are a few Big Muddy T-Shirts left. For as long as they last, you can pick up one of the T-Shirts for only \$7.50 for L & XL, or \$8.50 for XXL and XXXL

2004 Fifth Column Officers Mess Schedule:

November - Convention Chairman. December - W. Doelling

President Joe Shaffer has purchased the first of the green "Army" Blankets, and has the embroidered labels for them. The blankets will be donated to

The Hobby Shop upon the re-opening. The Hobby Shop remains under re-construction, with an anticipated re-opening date before the Holidays.

Next Meeting 7:00 PM, Wednesday, 11/03/2004, at Underground Games and Hobbies, Fenton, MO.

A Motion to Adjourn is Always in Order.

Silent Auction

Do you have any items that you know for sure that you will never get to? How about extra figs that you won't be using for your armies? Board games, terrain, books, or anything else that you don't want any longer? Sell them at the Silent Auction at Command Con and get your money right there !! Yep, you don't have to wait for the cash and unlike eBay, you won't have to spend a lot of time putting the items in the computer!

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would make. This type of gaming was seen later in Task Force Games Starfire Rules, where minor countries used a decision chart to determine reactions to players with various modifiers by government type, etc. In many ways, Dan was ahead of his time.

Dan was diagnosed with Type 1 diabetes in the 80's but bore his fight with the disease with great dignity and grace. After the disease required him to lose his leg, he continued to face the adversity and was actually gaining on it when he died. He never let his condition prevent him from being an active participant in any games. I must confess that others and myself took advantage of the fact that he was home all day to have him help in the various games and sports leagues that he participated in. Dan helped resurrect the Napoleonic Naval game that had gone dormant, and ran it uninterrupted for a year. Dan put his stamp on the game and it was one of the best campaigns he ever ran. The story of Darn Frigate #506 that was published in the Fifth Column was generated from a campaign battle. He was also on the rule committee in the football league and was forever typing and downloading information for the league.

His wife Genie Hillen and one daughter, Rachael, survive Dan. Dan will be sorely missed by those who had the privilege to know him. Gamers who did not know him can thank him for his pioneering work during the infancy of war gaming. Games that run today use a lot of ideas and rules that Dan had a part of developing during the infancy of war gaming.

Good-bye my friend.

Presenter's Registration Form
Command Con V
November 19-21, 2004
St. Louis, MO

"Anything Historical or Anything in Miniature"

Submit your completed form to:

Joe Shaffer, 616 East 4th Street, Waterloo, IL 62298 (email: shaffer@htc.net)

Referee Name:

Contact Phone:

email:

Event Name

Circle One

Miniature (Scale:)

Boardgame

Other:

Rules

Number of Players (minimum and maximum)

Approximate Length of Event

Select Desired Table size:(1 set-up table is provided)

5'x6' (2 tables)

8'x6' (3 tables)

6'x10'(4 tables)

Other:

Preferred start time:

1st Choice

Afternoon

Day:

Morning

Evening

2nd Choice

Afternoon

Day:

Morning

Evening

Event Description:

Command Con V Pre-Registration Form

New and returning members, please indicate if you want your information below published in the BMHGA Members Directory - yes/no

Name _____

Address _____

Phone _____ YES NO

Email _____ YES NO

Friday only (Nov 19)	\$5.00
Saturday only (Nov 20)	\$10.00
Sunday only (Nov 21)	\$5.00
Entire weekend (Nov 19-21)	\$15.00
BMHGA Membership	\$10.00

Please indicate (circle one): New membership Renewal

Total enclosed:

Mail completed form and check to: Command Con V, c/o Bill Doelling, 1410 Mohican Trail, St. Charles, MO 63304

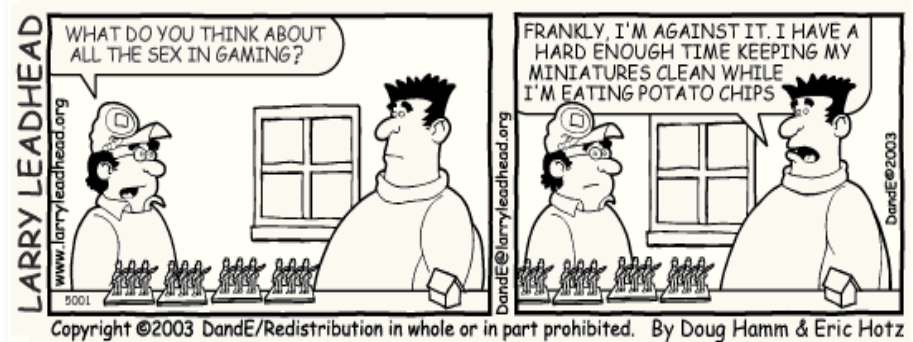
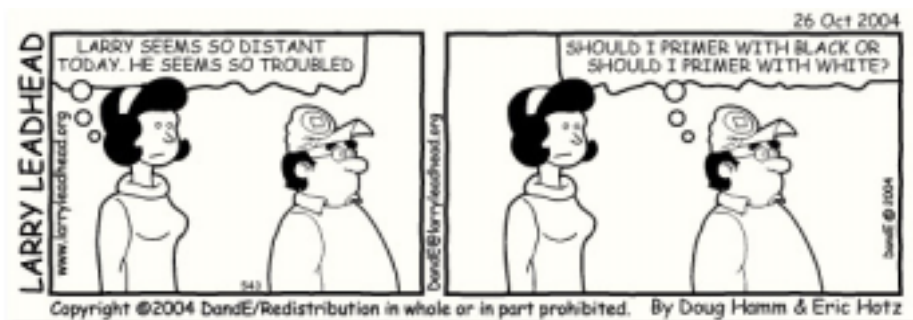
I have registered to present an event at this year's Con - yes/no

To inquire about presenting an event at Command Con V, complete the presenter's registration or contact: *Joe Shaffer* at shaffer@htc.net

If you are interested in a vendor's booth, contact Bill Doelling at the address above or wadfire@juno.com

Larry Leadhead

Check out the web site www.larryleadhead.org



Campaigns in your neighborhood

World in Flames: Play once a week. Contact Bob Delwood at delwood@isomedia.com if interested.

Battle of Coral Sea:

Campaign has started but can use more players. It will continue till Port Moresby is taken or the Japanese cry UNCLE. Using 1/700 scale ships and 1/300 scale aircraft with house developed campaign rules. Contact Rich Wright at richardbwright@charter.net for info.

The 1000 mile Front:

ACW campaign in the West from jan 1862 till mid summer 1862. Fire and Fury used to resolve 15mm infantry battles with modified Ironclads being used to resolve engagements on the rivers. Yanks and Rebs needed. Contact RichWright at richardbwright@charter.net.

ACW 15mm campaign

Contact Bill Doelling at wadfire@juno.com if you'd like to join the Yanks and Rebs in playing modified Rally Round the Flag rules.



Rockcon 2004
Rockford, IL
Nov 5 - 7
rock-con.com

Command Con V 2004
St Louis, MO
Nov. 19, 20 & 21
www.bmhga.org

Winter Wars 2005
Champaign, ILL
February 4-6

Spring Manuevers 2005
Fort Leveanworth, KC
February 18 & 19
Stephen Allie
allies@direcway.com

Little Wars 2005
Chicago, ILL
March 4-6

Barracks Battles 2005
Jefferson Barracks, MO
March 18 - 20, 2005
www.bmhga.org

Egyptian Campaign
Carbondale, IL
April 1-3, 2005

Nashcon 2005
Nashville, TN
May 27-29, 2005

DieCon 2005
Collinsville, ILL
June 3-5

"Guns of August" 2005 (tentative name)
August 13, 2005
Memorial Hall, St. Charles, Mo
Big Muddy's one day Con

Web Sites that list Conventions

Jenga Con Listing
<http://www.go.to/conventions>

Mike Cannon's listings
www.WargameCentral.com

Game Day Information

1st Saturday of the Month The Hobby Shop

The Hobby Shop is located at 5840 Hampton in South St Louis. Phone number is 314-351-4818. Repairs to the building and the shop are on-going. NO games are scheduled just yet.

It is uncertain when the shop will re-open. It is expected that it will be open in time for the Christmas season.

2nd Saturday of the Month The Fantasy Shop

This shop has been around for some time. It is in St.Charles on West Clay just off of Hwy 94. Larry Freeman is the contact for this location (636-926-7316).

3rd Saturday of the Month Underground Games and Hobbies

1755 Smitzer Station Road, Fenton, MO 63026. Phone number 636-529-7900. To get there take I-44 West to Hwy 141. Turn South on Hwy 141. Turn Left (East) on Centurion. Turn Right onto Smitzer Station Road. Look for The Malt Shop on the Left (East) side of Smitzer Station Road. Underground Games is on the Right Hand side of the building. If you overshoot and get to Gladiator, turn left on Gladiator, then left on Smitzer Station Road, and look for The Malt Shop.

4th Saturday of the Month Medieval Starship Hobby Shop

Cross the river at the Poplar Street Bridge and follow 1-64 east about 15 miles to the O'Fallon/ Highway 50 exit ramp (Exit 14). Turn left on the ramp onto Highway 50, and follow 50 into O'Fallon, through five traffic lights, for about 2 miles. You will see a shopping plaza on the right with a Papa John's pizza store. Turn right into the plaza and go to the back of the parking lot. Medieval Starship is the last shop on the far end. It is difficult to see it from the main road. Here too, the crowd is new to historicals, but there's plenty of great terrain stuff freely available to use.

BMHGA

1410 Mohican Trail

St. Charles, MO 63304
