

**Big Muddy Historical  
Miniature Gaming  
Alliance**

**PRESENTS  
BARRACKS BATTLES  
VI**

**Sheraton Hotel, Westport Plaza  
Saint Louis, Missouri  
March 17<sup>th</sup>, 2007**



**"Clear the Way"  
The Irish Brigade at Fredericksburg**

**Happy St. Patrick's Day!**

Big Muddy is a not-for-profit association devoted to the hobby of historical gaming in the St. Louis Metropolitan area. Big Muddy organizes two conventions a year, sponsors "Game Days" at local gaming shops and publishes a bi-monthly newsletter, the 5<sup>th</sup> Column. Barracks Battles is Big Muddy's annual Historical Gaming Convention held every spring during the third week of March. Barracks Battles provides the gaming community of the St. Louis Metropolitan area with an opportunity to meet and participate in a wide variety of events including: miniature games, special tournaments, board games, and auctions.

For more information about the Big Muddy Historical Gaming Alliance please visit our website at: [www.bmhga.org](http://www.bmhga.org)

**Greetings and Welcome  
to Big Muddy's annual  
Spring gaming  
convention – Barracks  
Battles VI**

**2007**

*To participate in any of the games or events at Barracks Battles you need to register with Big Muddy for official entry into the convention.*

**Convention Schedule:**

**Saturday –  
Doors open at 7am  
Gaming: 8am to Mid-Night**

**Information Board:**

*Attendees will be updated with ongoing scheduling changes, unlisted and new games info. Check at the information table often for news and info.*

**Registration Fees**

**Saturday (All Day Access)–\$15**

**Children under 12 free/w adult**

## Special Events and Information for Barracks Battles

**Unscheduled Events and New Games:** Information about events that did not make it into the program or new games just recently added to the event line-up can be obtained at the front information table.

**Dealer Information:** Please patronize our dealers. They are a valuable part of our convention and offer the attendees the opportunity to purchase quality gaming merchandise.

**Volunteers:** The hard work of the officers and the convention chairman means most of the con will "run itself"; however we can often use help. If you have an hour or two to spare, contact David Paul Harrison or Bill Doelling at the registration table and they will put you to work.

**Guest Conduct:** Individuals who are disruptive, participating in convention events without proof of registration or selling items without permission of the convention may be asked to leave.

## Barracks Battles' Registered Vendor

**Avalanche Press:** Avalanche Press makes quality, easy-to-play board games, card games, and role-playing games. They are attending Barracks Battles for the first time so please visit their booth and check out their inventory.

## New Releases

### **Tiger of Malaya**

The battle for Singapore and the southern tip of Malaya in early 1942. A quick-playing game system with tense action for both sides, as British firepower meets Japanese mobility and flexibility.

### **They Shall Not Pass**

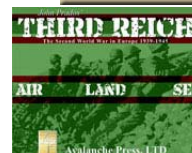
The French Army's heroic stand against the German onslaught, known as one of history's bloodiest battles. *They Shall Not Pass* is another tense but quick-playing game from the designer of *Defiant Russia*.

### **South Africa's War**

South Africa's divisions saw some of the war's fiercest actions; now add them to your *Desert Rats* and *Afrika Korps* games. This *Panzer Grenadier* supplement includes 88 game pieces and 20 new scenarios.

### **Third Reich**

One of the best-selling board wargames of all time is back! Command the forces of Britain, France, Italy, Germany, the Soviet Union or the United States in a political, military and economic contest to dominate the future. And never let evil win.



## Schedule of Events – Saturday Morning/ March 17<sup>th</sup>, 2007

(Session begins at 8:00am unless noted otherwise in Event Description)

GM	Event Name	Rules	Event Description
<b>Mark Johnson</b>  <b>Table #1</b>	<b>1812</b> “Napoleon in Russia”  <b>Event Continues All Day!</b>  Morning and Afternoon Sessions	Bonaparte  25mm	Russia, 1812. The climactic Battle of Borodino is at hand. The French and their Allies are assaulting the stoic Russian lines, just within sight of the spires of Moscow. If the French defeat the Russians, the Russian capital is within reach. If the Russians repulse the French, Napoleon’s invincibility will be decisively cracked, and the world will never be the same. Your generalship will decide the day, at least on this area of the field. March your troops to victory, and win glory for your Emperor (Napoleon or Alexander)
<b>Larry Freeman</b>  <b>Table #3</b>	In Harms Way  <b>Event Continues All Day!</b>  Morning and Afternoon Sessions	Airwar C:21 2 <sup>nd</sup> Edition  1/300 scale  Modern Skirmish rules  4-12 Players	Location: Off the coast of Norway, 0552 Local While conducting routine Naval rights of passage near Perchenga, USSR, the USS <i>Bunker Hill</i> suffered a huge explosion that left her dead in the water with numerous casualties. The USS <i>Oldendorf</i> immediately began ASW operations that quickly located and identified a Kilo class submarine in the area. After several salvos of ASROC torpedoes, the contact was lost, but not without a new one arriving. On the scope of the <i>Oldendorf’s</i> Air Search radar were dozens of contacts, all heading directly for the stricken ships. In response, the USS Nimitz launched the Alert fighters from VF-31 Tomcatters and V-213 Black Lions. Can they get there in time to save the ships and avert World War III or will the 132 <sup>nd</sup> Guards Air Wing succeed in their mission to show the world the Soviet Bear still has claws? So kick the tires and light the fires and stop by if you want to feel the need...for speed!
<b>Will Hodgen</b>  <b>Table #4</b>	Circus Maximus	Circus Maximus	This is the third Circus Maximus race held at Big Muddy events. This track will be a cross-country course. We’ll do two laps of a course that covers 10 feet in an “L” shape, has reverse turns, trees growing on the track, muddy areas and maybe some other surprises. You will drive a light, medium or heavy chariot and the competition will be fierce. This is <i>not</i> a gentleman’s race.
<b>Blake Walker</b> <b>Table #2</b>	Action at Kassassin –  August 28, 1882	The Sword and the Flame 28mm 2-4 players	British forces fought against a spirited Egyptian defense of the village of Kassassin on August 28, 1882. After suffering some losses, the British wound up controlling the field of Battle.
<b>Pat Crowley</b>  <b>Table #5</b>	MiG Alley!  Dogfights Over Korea  Morning and Afternoon Sessions	Warbirds in Miniature  1/600	Warbirds in Miniature is a WWII set of aerial dogfight rules loosely based on Blue Max by GDW. If you have played Blue Max, then WiM will be a breeze for you. The rules themselves adapt well to the Korean Conflict with no modification to the rules, only to the way the aircraft maneuver. Each player controls one to two aircraft as they dogfight in MiG Alley!

# Big Muddy HGA

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## Schedule of Events – Saturday Afternoon/ March 17<sup>th</sup>, 2007

(Session begins at 2:00pm unless noted otherwise in Event Description)

GM	Event Name	Rules	Event Description
<b>Jerry Merrell</b>  <b>Table #4</b>	Decision in Tunisia	Command Decision Test of Battle  15mm World War II  6 to 8 Players	Its 1943 in Tunisia, North Africa. After Kasserine Pass a American mixed battle group of armor, infantry and artillery is attempting to break through the Axis line in an attempt to reach the coast and cut off the retreat route of the Afrika Korps. Will the US Grant and Stuart tanks slash through the Axis lines, or will the smaller German kampfguppe, with superior Panzers, stop them?
<b>Adam Jones</b>  <b>Table #2</b>	Stirring up the Hornets Nest:  The First Counterstrike against Guadalcanal	Modified Red Sun/Blue Sky  1/300	On August 7, the US struck Guadalcanal, catching the Japanese garrison by surprise and quickly gaining a foothold on the island and control of the unfinished airfield. The Japanese area commander, Rear Admiral Sadayoshi Yamada, immediately ordered a strike against the US invasion force with his bombers of the 4 <sup>th</sup> Air Group. The US carriers, warned of the approaching Japanese were caught rotating fighter aircraft over the invasion fleet and worried that the bombers were headed toward the carriers, only had a small number of fighters available to intercept the bombers. Join in as you can take to the skies to shoot down the attacking bombers or strike hard at the huddled masses of transports anchored off of Guadalcanal.
<b>Joe Collins</b>  <b>Table #7</b>	A German breakthrough attempt, 1945	Blitzkrieg Commander with some modifications from Cold War Commander variant  10mm	This is a basic breakthrough scenario from Blitzkrieg Commander, with the intent of teaching the system as well as playing a game. 8) The scenario is a mixed German panzerkampgruppen trying to push through American defense and off the board. The Americans are trying to prevent a breakthrough or destroy enough of the German forces to nullify the effects of a breakthrough.
<b>John Gonzalez</b>  <b>Table #6</b>	Victory at Sea  WW II Naval Actions	Victory at Sea By Mongoose Publishing 2-6 Players	Victory at Sea is the game of naval combat during the Second World War. Throughout 1939-45, the nations of the world dueled across the oceans of the world, only to discover the fundamental nature of naval warfare changing in the face of developing technologies.
<b>James Kantor</b> <b>Table #8</b>	Pirate Hunting	Letters of Marque  2-10 Players	The British fleet is hunting down treacherous pirates in an effort to clear the seas of their deadly menace. But can the wily pirates evade the British Navy

**Schedule of Events – Saturday Evening/ March 17<sup>th</sup>, 2007**  
(Session begins at 6:30pm unless noted otherwise in Event Description)

## Flames of War



### ***Flames of War -- 600 point open play***

Open play, 600 points. This is not a tournament format-- just pushing some lead for fun. Don't know what Flames of War is? Choose either a 600 point Italian or 600 British Army fighting over a desert oasis, or bring your own 600 point army and play on the other table. 600 point games take about an hour or less. Come learn the rules or get some practice in--again, just for fun.

Also, this year at Barracks Battles the Saturday Evening session will be an open gaming session. Demonstration games, play tests, beer and pretzel events, unofficial tournaments, board games, and just about anything you want to try out (gaming wise) is welcome during this session. Table space will be issued on a first come first serve basis. Have fun!

***DON'T FORGET COMMAND CON IX!***

*Sheraton Westport Plaza Hotel, Plaza Ballroom*

*St. Louis, Missouri,*

***November 16-17, 2007***



*For more information about the Big Muddy Historical Gaming Alliance and our future events please visit our website at:*

[www.bmhga.org](http://www.bmhga.org)