

Mini-Wars 2021 PEL Version 1 (Preliminary Events List)

Here is list of some of the events planned for Mini-Wars 2021. This is version one of the Preliminary events list. Yes, there is still time to get in your event – (hjw@pacbell.net). I am still weeding through my email box looking for strays. If I missed yours, please call me or email me and I will create Version 2 of the PEL.

Lecture Series

Robert Ballard (video Conference) "Rewriting Naval History Through Underwater Archeology"
Maj. Gen. John Harrel (In Person) "'Cossacks to Horse'

I am talking to a few others, and will get those added ASAP

Tournaments

Team Yankee - Christian Sorenson – Sunday – Details TBA
Flames of War - Christian Sorenson – Saturday – Details TBA
Bolt Action - Warlord Games - Saturday
DBA 3.0 - Harry Dudrow - Saturday
[Kings of War](#) Fantasy- Kyle Timberlake
Blood Bowl – Willian Stilwell

Vendors

[Brookhurst Hobbies](#)

[The Warehouse](#)

[Safe Haven Games](#)

Jeff Cohen

Bring and Buy - HMGS-PSW Donated stock Tom Seeling

[Structural Integrity Games](#) -

Raffle

We have a stack of swag left over from 2019 and 2020. We have a volunteer who will make these into a great raffle baskets. Tickets \$1 each or 6 for \$5

Painting Contest

There will be a painting contest again this year. Categories:

- 1.) Historical single
- 2.) Historical unit
- 3.) Historical vehicle
- 4.) Fantasy
- 6.) Sci-Fi
- 7.) Youth 14 and under

Saturday Games

1812 Battle of Salamanca -6x8 table

Game Master: Rob Boyens

Time: 9:00AM to 6:00PM PM

Rules: "Home Brew" **Scale:**6mm

Maximum Number of Players: 4 - **Age Limits:** 13+

What to Bring: Everything will be provided, no experience necessary;

Description: This simulation refights that battle in which an Anglo-Portuguese army under the Earl of Wellington defeated Marshal Auguste Marmont's French forces at Arapiles, south of Salamanca, Spain, during the Peninsular War.

1969 Tour of Duty—1960s Vietnam - Note to Harmon: Need 6 ft x 10 ft table. 2 hours set time.

Game Master: Ron Vaughn (ronvaughan@prodigy.net)

Time: 9:00AM to 3:00PM PM

Rules: a combination of "Vietnam Skirmish", "Tour of Duty", and "Pony Wars." **Scale:**15mm

Age Limits: Adult or Teen

Maximum Number of Players: 6

What to Bring: Everything will be provided, no experience necessary.

Description: A fun, but nerve-wracking game of jungle warfare, with every move resulting in a possible ambush or booby trap! Each player will lead a USA, Australian, or ARVN squad attempting to carry out a mission

1863 Division Bash at McLemore's Cove

Game Master: San Fernando Valley Wargamers

Time: 10:00AM to 6:00PM PM

Rules: Drum Barracks Battle Manual **Scale:**15mm

Maximum Number of Players: 8 - **Age Limits:** 13+

What to Bring: Everything will be provided, no experience necessary;

Description: The Confederate withdrawal from the Tullahoma area has been relatively orderly, leaving Gen. Braxton Bragg with an intact, capable fighting force. Surprised by Maj Gen. Rosecrans' maneuvers southwest of Chattanooga, Bragg now has used the mountains to screen his own surprise for the pursuing Federal forces. Bragg has learned that the largest Union detachment, Maj. Gen. George H. Thomas' 14 Corps, is marching toward LaFayette through McLemore's Cove, a steep valley. Bragg hopes to use the valley to trap Thomas's lead division, under Maj. Gen. James Negley, which was a 12-hour march ahead of the nearest Union reinforcements.

In our version Divisions from both sides converge on this valley through the various mountain passes (6) surrounding the valley, to every one's surprise for a huge encounter battle

1457 BC Battle of Megiddo - In Honor of Henry "Skip" Gardella_6 foot deep by 12 foot wide

Game Master: Tim Greene byz369(at)aol.com; Jeff Jorgensen

Time: 10:00AM to 10:00PM PM Lunch Break 1 PM to 2PM

Rules: Hail Caesar **Scale:** 28mm

Maximum Number of Players: 6 – 3 per side - **Age Limits:** 12 and up

What to Bring: Everything will be provided

Description: Pharaoh Thutmose III brings his Egyptian army to Megiddo to confront the rebellious Canaanite cities and Hurrians of Mitanni led by the King of Kadesh. Against the advice of his generals Pharaoh brings his chariots through the Aruna pass and catches the enemy by surprise with their chariotry drawn up in two divisions in front of their camp just beyond the gates of Megiddo and their infantry still guarding the other end of the valley where the Egyptian advance had been expected. Can Thutmose and his Egyptians rout the Canaanite and Hurrian chariotry? The game is being run in honor of Henry "Skip" Gardella who for many years ran the ancient history miniatures events at the Gateway, Gamex and Orcon, the Strategicon Game Conventions.

Saturday Games - Continued

1863 American Civil War Tullahoma Campaign Table 15

Game Master: Steve Thorne

Time: 9:00AM to 1:00PM

Rules: DB Battle Manual. **Scale:** 1/1600

Maximum Number of Players: 24 - **Age Limits:** No age limit, but 13 and under please bring an adult to help play.

What to Bring: Everything will be provided

Description: ACW [Battle of Mobile Bay](#)

1863 Battle of Chickamauga

Game Master: Frank Patterson - St. Crispin's Irregulars

Time: 10:00 AM to 8:00 PM

Rules: Fire and Maneuver **Scale:** 28mm

Maximum Number of Players: 8 - **Age Limits:** 10-100

What to Bring: Yourself, everything else is provided

Description: We will recreate American Civil War battles for the whole weekend. The main battle will focus on Chickamauga. Each game can be run with 2-8 players and last an average of 3 hours. The game uses tactics and logistics of the 1800's. Beautiful painted troops and hand crafted terrain will set the stage, all we need are players! Please join us!

1942 Eastern Front Summer Action 4' x 6' table

Game Master: Theron Rohr theronr@yahoo.com

Time: 1:00PM to 4:00PM

Rules: Take Cover! tactical WW2 rules under development (I'm working on the sample of play video which should be available before the con) **Scale:** 15mm

Maximum Number of Players: 4 - **Age Limits:** 12 and up

What to Bring: Everything will be provided

Description: Take Cover! is a homebrew ruleset that I hope to publish as a free PDF shortly. This is a tactical WW2 game with infantry squads, individual vehicles, and off table artillery. Take Cover!'s secret sauce is the inclusion of hidden maneuver as an integral part of the game. This is handled simply without any referee or bookkeeping. In other ways this is a game designed for light multi-player pickup games. The convention demonstration game will be set on the Eastern Front during the summer of 1942. Players are welcome to drop by and participate for as long or as short as they like to get a feel for the game mechanics.

1987 Red Bear Strikes South

Game Master: Tim Greene [byz369\(at\)aol.com](mailto:byz369(at)aol.com); Jeff Jorgensen

Time: 4:00PM to 10:00PM - Dinner Break 6:00PM--7:00PM

Rules: Team Yankee Scale: 15mm

Minimum Space Required For Your Game: __6 foot deep by 12 foot wide

Maximum Number of Players: 6, up to 3 per side - **Age Limit:** 12 and up

What to bring: nothing

Description: World War III the Soviets have invaded the Persian Gulf to try and cut the West's oil supply. A force of U.S. marines and army is sent in to stop the Red Army. Large Team Yankee game 300 points per side on a huge 6 foot by 12 foot table.

SUNDAY October 10th

1945 What a Tanker Tankathon!

Game Master: pabramowitz@gmail.com 310-382-0750

Time: 9:00AM to 1:00PM

Rules: "What a Tanker" by Two Fat Lardies (PDFs available online from publisher). **Scale:** 28mm or 1/56 scale tanks and tank destroyers

Age Limits: 13+

Maximum Number of Players: 8 at a time, but game is structured such that players can drop in/out at any time

What to Bring: Everything will be provided, but feel free to bring your own 1/56 scale WWII tanks & tank destroyers. GM will provide vehicles for players who need them. Players will just be controlling 1 (or possibly 2) vehicles at a time.

Description: "What a Tanker" is a light beer & pretzels game of tank combat. Set in the European theater of WWII, players normally control a single 1/56 scale tank (or tank destroyer) at a time. Game is not a specific scenario but is instead a rolling battle and structured such that players can join in the fun with a new vehicle at any time.

100AD Circus Maximus chariot race 8' x 6'

Game Master: Allen Hughes 858-748-1568 and Paul Say

Time: 9:00AM to 1:00PM

Rules: Circus Maximus (Battleline modified) 15mm

Age Limits: No age limit, but 13 and under please bring an adult to help play.

Maximum Number of Players: 24

What to Bring: Everything will be provided

Description: On such a beautiful Sunday morning you should gather your friends and head to the Circus Maximus for a chariot ride. Just two and a half laps around the track. What could go wrong? Rules and Scale of Miniatures: Newcomers welcome. Rules will be taught.

1863 American Civil War Tullahoma Campaign Table 15

Game Master: Steve Thorne

Time: 9:00AM to 1:00PM

Rules: DB Battle Manual. Scale 1/1600

Age Limits: No age limit, but 13 and under please bring an adult to help play.

Maximum Number of Players: 24

What to Bring: Everything will be provided

Description: 2 ACW [Battle of Mobile Bay](#)

1776 The Battle of Trenton 6 ft x 8 ft minimum (game is played up/down the 8' axis!!) 7:30AM Setup

Game Master: San Fernando Valley Gamers (Dan Munson musketoon53@gmail.com)

Time: Orientation 9:00 AM. Start 9:30 AM 4-6 hours. Lunch noon to 1 PM

Rules: King's Men & Rebels (contact Dan Munson for PDF copy) **Scale:** 25/28 mm

Age Limits: Ages 15 to 125 accepted. Key thing is an interest in the American War of Independence.

Maximum Number of Players: 6

What to Bring: Troops, rules, dice, etc., provided. Bring tape measure, if possible.

Description: It is December 1776 and Washington's ragged army teeters on the brink of total dissolution. But the arrogant enemy have left a Hessian brigade in an exposed position at Trenton, N.J. Can Washington rally the flagging revolutionary cause with a daring surprise attack? Read David Bonk, "Trenton & Princeton 1776-77" (Osprey) for a decent campaign primer. "The Crossing," starring Jeff Daniels (available thru Netflix, etc.), is an entertaining albeit somewhat inaccurate depiction of the campaign.

1942 Eastern Front Summer Action 4' x 6' table

Game Master: Theron Rohr theronr@yahoo.com

Time: 1:00PM to 4:00PM

Rules: Take Cover! tactical WW2 rules under development (I'm working on the sample of play video which should be available before the con) **Scale:** 15mm

Age Limits: 12 and up

Maximum Number of Players: 4

What to Bring: Everything will be provided

Description: Take Cover! is a homebrew ruleset that I hope to publish as a free PDF shortly. This is a tactical WW2 game with

infantry squads, individual vehicles, and off table artillery. Take Cover!'s secret sauce is the inclusion of hidden maneuver as an integral part of the game. This is handled simply without any referee or bookkeeping. In other ways this is a game designed for light multi-player pickup games. The convention demonstration game will be set on the Eastern Front during the summer of 1942. Players are welcome to drop by and participate for as long or as short as they like to get a feel for the game mechanics.

Tournaments - Saturday

BOLT ACTION

1. Play begins at 9:00AM-9:30AM with intro from Alessio and Stallard via video In Heterbrink.
2. There will be three rounds 9:30-11:30am, 12-2pm, 2-3 pm lunch, 3:30-5:30 pm Final Round. 6 pm Award presentation by Alessio
3. Tournament will use Swiss system, Players from Bolt Action Summer will be ceded by existing scores. First time players will be placed at the bottom.

The Bolt Action tournament will welcome up to 24 (registered!!) entrants and in particular those who participated in the Bolt Action Summer 2021 tournaments over the past few months. The initial pairings for the first round will be based on a ranking of players from this summer's games, and follow Swiss style pairing (1st v 2nd, etc, or winner play winner style of pairing). The games will be 1200 pts based on the published Warlord Games Army books with armies drawn from **1943** theater selections or earlier. Only one reinforced platoon and no more than 13 action dice per army. We will follow Bolt Action Second Edition rules! The schedule will follow: welcome from Alessio Cavatore and John Stallard (hurrah!!) at 9:00 to 9:30; first round at 9:30 - 11:30 am; second round 12 - 2 pm; break 2 - 3 pm; final round 3 - 5 pm; winner awards at 6 pm with Alessio Cavatore (an even bigger hurrah!).

De Bellis Antiquitatis 3.0 (DBA) - Society of Ancient Championship

Game Master: Harry Dudrow [hudrow\(at\)aol.com](mailto:hudrow(at)aol.com) (714-624-3363)

Time: 10:00 AM to 2:00 PM

Rules: DBA 3.0 **Scale:** 15mm

Age Limits: 12 to 99

Maximum Number of Players: 16. There will be a limited number of armies to loan

What to Bring: Bring your painted 15mm army if you wish (Not required) - there will be loaner armies

Description: Tournament DBA. 60 Minute time limit per game. There is a maximum of two games against any one opponent. DBA Championship scoring will be used per The Society of Ancients. This is a worldwide competition with 20% of the members in the standings being part of the Pacific Southwest. This is a perfect opportunity to get in three additional games to improve your standings in the 2022 Championship.

Fantasy – Surge and Destroy Kings of War Tournament

Game Master: Kyle Timberlake - [Kyle](#)

Time: Orientation 9:00 AM

Rules: King of War **Scale:** 28 mm

Age Limits:

Maximum Number of Players:

What to Bring: Troops, rules, dice, etc., provided. Bring tape measure, 4 copies of your list

Description: 3 rounds at the 1995 points level. Tournament held inside Mini-Wars 2021 convention hosted by Historical Miniatures Gaming Society for the Pacific Southwest. No tournament fee but there is a \$15 entry fee into the convention, \$10 for HMGS-PSW members. Contact the host via Facebook messenger, see link above. Here is the link to the Tournament Pack:

[Surge and Destroy Kings of War Tournament Pack](#)