

Gaming the Way Life Should Be!

Winter Updates! Welcome to our club newsletter!



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News from the Board

By Brian Butler, Club President



Huzzah! 2025 (Huzzah – the Crossing) is less than 3 months away. At the moment we are writing this Newsletter – vendors are applying, game masters are submitting games, our volunteers are creating the schedule, and we have opened registrations! This will be our 15th Huzzah! (if we have the count right, including the virtual Huzzah from the Covid year). If you want to run games – get them submitted! There is always room for more. **GET REGISTERED TO ATTEND AND INVITE FRIENDS!** Huzzah is arguably the largest wargame convention in the state of Maine, and it's a great place to catch up with friends, make new ones, and create opportunities for year-round games and hobby fun.

Watch your emails (and future newsletter editions) for more Huzzah! information as it develops. ALSO – don't forget we are a sponsor of the Wargames 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.

Primed Minis for Huzzah paint-and-take – We need some unpainted, fully assembled or printed, and primed minis! Muse's Touch (Carol) will be running our painting table again – and we need some stuff for people to paint!

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. In our Spring Newsletter we would like to do a Huzzah wrap-up.

Upcoming Events

By Brian Butler, Club President

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

March 22, 2025 – Our Winter Games Day! This is a great opportunity to get together two months before Huzzah! For Game Master practice and general fun. **Ides of March Anyone? Cross the Rubicon!** Get to a Games Day!

Havoc! April 4-6, 2025 – Marlboro, MA.
<https://havoc.battlegroupboston.org/>

Mayhem! April 11-13, 2025 – a lot of people go to both Mayhem and Huzzah! Get more info at:
<https://www.mayhemconvention.com/>

Huzzah! May 16-18, 2025 – Our signature event. See our club website and Tabletop Events for more info.
<https://mhwa.info/huzzahcon/>

MHWA Summer Games Day! Date TBD. Watch for news from our VP.

Fall Games Day and BBQ! Date TBD. Watch for news from our VP. All day gaming with a club sponsored meal! Fun with friends!

*Join us Join us May 16-17-18, 2025
at the gaming event of the season
here in Maine!*

15th Anniversary

HUZZAH!
MAINE HISTORICAL WARGAMING CONVENTION
2025

THE CROSSING

SPONSORED BY THE MAINE HISTORICAL WARGAMING ASSOCIATION

3 GREAT DAYS OF GAMES AND EVENTS
Amazing Miniatures Games • Award Winning Game Tables • Game and Hobby Vendors • Board Games • Tournaments • Raffles • Huge Sunday Gaming Flea Market and a fantastic, fun crowd of people to game and talk with the whole weekend.

Where:
DoubleTree by Hilton Hotel
363 Maine Mall Rd, Portland, ME 04106

HUZZAH 2025

Maine Historical Wargamers Association (MHWA) **huzzahcon.** or **www.huzzahcon.com**

Sign up online at:
tabletop.events/conventions/huzzah-2025



MHWA Goes to SnowCon

By Billy DiGiulio

A small group of us from MHWA went up to the 15th annual SnowCon convention held in Black Bear Inn in Orono the weekend of January 18th and 19th of this year. While SnowCon is predominately a Eurogame and Role-Playing convention the staff and has always been more than welcoming to miniature wargamers and players from the MHWA.

Jeff Estabrook, Wayne Warner, and I decided to run a three session, 12 hour, all day Saturday Great War Spearhead game using our 10mm armies. We chose a piece of the Battle of Gumbinnen in East Prussia in August of 1914 -- specifically an action around the town of Guwaiten.

Historically the German plan in the east was to trade space for time while the vast majority of the German armies were committed in the West with the goal of knocking France out of the war in 6 weeks. So, when the Russian 1st Army rolled into East Prussia in mid-August the German 8th army commander, Max von Prittwitz und Gaffron ordered his units to fall back and defend behind the Angerapp River.

But the German 1st Corp commander, the brilliant and highly temperamental Hermann von Francois had other ideas and ignored Prittwitz and instead ordered his Corp forward to the attack. When Prittwitz learned what Francois was doing he had no other choice than to order the whole army forward to support his insubordinate Corp commander.

The town of Guwaiten is on the southern flank of the Gumbinnen battlefield and the action on August 20th was an encounter battle between the advancing German 1st Reserve Corp and the Russian 40th division as the latter debouched from the Rominten Forest.

In our refight of the battle the Germans decided to hold with a minimum force and send a full division south to turn the Russian left flank once they were fully committed to their front. The Russians were hoping on a quick, overwhelming victory counting on their better trained regular troops against the green troops of the German Reserve forces.

And after 8+ hours of gaming fun all the players agreed that, while it had been a very close-run thing -- the Germans had successfully turned the Russian southern flank and were going to have to fall back to save the remnants of their division and fight another day.

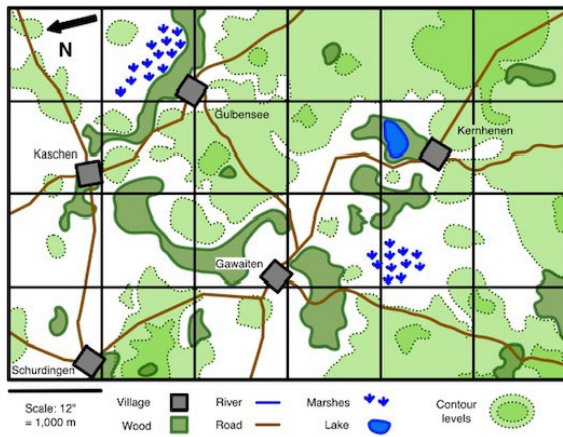
Overall, a super game and another successful SnowCon convention. The venue is good, gaming space is plentiful, and the room rates are very reasonable. And we get lots of non-historical gamers who swing by the table and ask about what we are playing and who we are, etc. -- **it's a great place to fly the MHWA flag every year.**



Game all set up and ready to go!



Action around Gawaiten



Gawaiten: This scenario represents the southern most limit of the battlefield. It is another meeting engagement, centred around Gawaiten (modern day Gavrilovo in Russia) which is about 25km south of Gumbinnen (Gusev). The German 36th and 1st Reserve Divisions were marching north when they detected Russian forces advancing from the Rominten Forest and from Goldap to the east.



Map from German official history

GERMAN

1st Reserve Corps (Green)

- 1 - Corps HQ Stand
- 2 - Reserve Infantry Divisions, each with:
 - 1 - Division HQ Stand
 - 2 - Infantry Regiments each with:
 - 1 - Regimental HQ Stand
 - 12 - Infantry Stands
 - 1 - MG Stand
 - 2 - Infantry Regiments each with:
 - 1 - Regimental HQ Stand
 - 16 - Infantry Stands
- 3 - 7.7cm Gun Regiments (3)
- 4 - Cavalry Stands
- 1 - Engineer Stand

RUSSIAN

40th Infantry Division (Regular)

- 1 - Division HQ Stand
- 5 - Infantry Regiments, each with:
 - 1 - Regimental HQ Stand
 - 16 - Infantry Stands
 - 4 - MG Stands
- 2 - 76mm Gun Regiments (3)
- 3 - Cavalry Stands
- 1 - Engineer Stand

DEPLOYMENT

The Russians enter from the top (eastern) side of the table. The Germans enter from the bottom (western) side. Flank marches are permitted.



VICTORY CONDITIONS

Each named village is a terrain objective worth 2 points. To capture an objective, the commander must have at least part of one regiment in or has been the last to move through it, with no enemy stands in the objective.

Each player will receive 2 points for every enemy regiment that has been forced to test morale.

The German player will receive 3 points for every regiment that exits along the Russian's table edge if:

- The exiting regiment has not had to test morale; and
- The regiment exited the table within 300mm of the road that can be traced back to the Russian base line with a corridor of 200mm either side of the road that is clear of enemy stands at the end of the game.



View from the Russian side, looking west.



Image credit – Library of Congress



German Reserve Regiment Deployed for Battle

Scenario details sheet. Per Wikipedia - The Battle of Gumbinnen, initiated by forces of the German Empire on 20 August 1914, was a German offensive on the Eastern Front during the First World War. Because of the hastiness of the German attack, the Russian Army emerged victorious.

Letter from the President

By Brian Butler, Club President (2025)

Hey Gamers!

I've been president of the club now for a few months, 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'm acting 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 providing better governance over what all of the activities will be. Since December – I've been learning how to use TableTop Event's website for convention development, opened it to start convention business, and have been working to get more vendors and more game masters signed up so we can make this year's event on-par with what we did last year. It has been an interesting adventure, and I appreciate the support of Bob Yates and Larry Irish to keep this going. I do not plan to be the chair for next year, but I promise that whomever takes on that mantle will get support, training, and materials to make the job easier, with a team to support them.

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

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 every want to attend, let us know,

Hobby Time – As you may know – Winters for me also entail skiing. Regardless, I'm ramping up activities on getting my own game(s) ready for Huzzah. Building and painting new stuff!

Hope to see you across a table soon.

Brian Butler, MHWA President – 2025



Germans deployed on the high ground.



The end game – Russians begin their retreat.



Looking from the North to South.



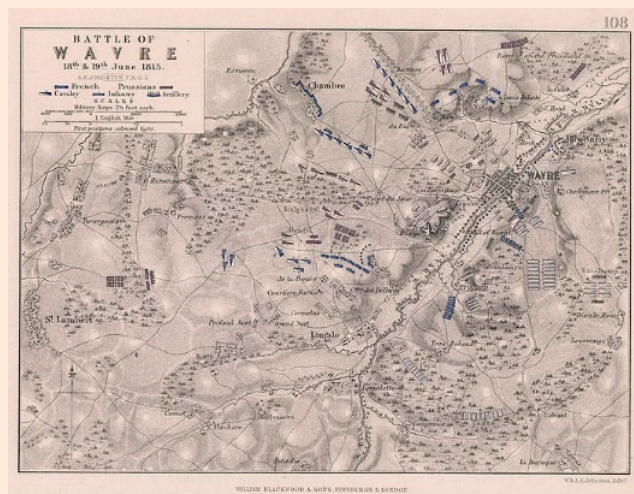
Battle of Wavre

By Brian Butler

In December I was invited to go hang out with other MHWA members at a house in Hollis, Maine to spend the day and play some great games. It was a pot-luck lunch too, so the day was pretty fun and social.

One of the cool things about historical gaming is you can get the opportunity to play some great games you might not have otherwise had the opportunity to explore, and sometimes you get to learn some great history.

In this case, I decided to hang out in the back room with the guys setting up to play a great tabletop game – for the Battle of Wavre.



Now, I was not even remotely familiar with either the game system, or the actual Battle.

While the Game Masters set up the game and placed initial forces on the hex map, I was able to get a briefing from my online crutch, Wikipedia.

It seems that non-gamers all might have a vision of the battle of Waterloo, but most outside of the realm of historians (and apparently gamers) know that the Battle of Wavre – fought a few miles away – was key to Napoleon's defeat, and it was a battle that **ended after Waterloo.**



Overall, this game would be a terrific, themed battle for Huzzah this year (the crossing). The battle was fought over a slew of river bridge crossings with the French Corps assaulting the Prussian defenders.



In this game I took on the units on the right flank of the Prussian side, letting my teammate strive to defend the bridges and town on our left. Although we were slowly pushed back (after all we were outnumbered some 2:1) It was terrific fun. It's a game I'd like to play again sometime – we needed more time to bring this large battle to conclusion. When we ended, I believe we had accomplished our goal – the French were all bogged down, and we Prussians were doing what we were supposed to do – successfully keeping the French from reinforcing Napoleon. It was a key struggle that may have changed history. I also loved the game system – and apparently is part of a whole collection.

Deployed for Battle



Before the Whiskey Outbreak but after the Lunch? Definitely a great time for snacks...

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/



May 16-18
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 "The Crossing"