

Gaming the Way Life Should Be!

Winter Updates! Welcome to our club newsletter!



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News from the Board



Huzzah! 2026 (Huzzah – the Revolution) is 45 days away. This will be our 17th Huzzah! We look forward to seeing you at the Hilton Doubletree in South Portland May 15-16-17, 2026! 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. The event is listed at TableTop Events, and you can go there to register and schedule your trip, and pre-purchase merchandise! Merchandise includes a limited dice tray with MHWA logo!

Watch your emails (and future newsletter editions) for more club and Huzzah! information.



Club Needs

We have the following volunteer needs:

Huzzah! 2027 Committee Chair – We need a person to lead the planning for 2027, and to be the face / director at Huzzah! 2027 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! We had a great time for a March 2026 games day, and look to get something scheduled similar to this and the BBQ we held back in the summer. We will 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! Planning is on the backburner till after Huzzah.

Annual Meeting - November 2026 – 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 2026. Watch for news from our VP. All day gaming with a club sponsored meal! Fun with friends!

Winter Games Day. March 2027. Watch for news from our VP. All day gaming with a club sponsored meal! Fun with friends!

Huzzah! May 14-16, 2027. Our signature event. See our club website and TableTop Events for more info. <https://mhwa.info/huzzahcon/>





Huzzah 2026 The Revolution!

By Brian Butler

Huzzah 2026 planning began almost the day after Huzzah 2025 ended! We reserved our weekend with the hotel venue, and had some after action discussions. But, true to our calendar the real work did not start until October.

One of the first things we had to do was establish the event at TableTop events – which always has its own quirks and wrinkles as software evolves. This meant having to set up the convention days / time periods, setting up rooms, and setting up vendor and game spaces in each room.

Once that was done we created a soft opening for vendors and game masters. This allowed us to uncover additional bugs in our setup, and soon we had several vendors and game masters getting in to create our convention. **PS – see the vendors who supported us last year on the last page of this newsletter! Make sure to support them!**

We always have space for more vendors! You'd think that local stores related to gaming, history, art, and such would seek us out to participate – after all, our event is a great magnet to connect gamers to vendors. But, we always seem to not fill our vendor spaces. Right now we have 8 vendors all set for the event – and they bring a lot for gamers to see, consider, and purchase.

As for games – the real heart and purpose of the convention – we currently have about 112 different events (three are multiplayer tournaments) hosted by 55 game masters, spread over 6 time periods. That amounts to 18 games or events per time period, spread over 7 rooms in the convention center.

As we stated in our after action review from 2024 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. 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.

One final task we need to accomplish – is that we need donations for our Huzzah raffles. If you have a local vendor / store / source that you think could donate to our raffles, please help us by contacting them and asking! Last year we had three FLGS's – Doug and Dans, Crossroads, and Greenhouse Games, who could not attend, BUT donated deeply to our cause. If you secure a donation from a vendor for us – report it at **president@mhwa.info**

Letter from the President

By Brian Butler, Club President (2026)

Hey Gamers!

I have been president of the club now for my second year. I love to do things for three years, so if I'm lucky I will be honored to be the president into 2027 (hold until relieved?). Key work and accomplishments over this time have so far included:

Huzzah 2026! The Revolution – I am the acting 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. As you can see from earlier in this newsletter, we are always looking for another to volunteer for the Huzzah Chair role.

Website Updated – We have update our club's website. We have had a call out for a volunteer to be the webmaster, but in lieu of that, we have figured out the access point and continue to provide updates. The past newsletters are available there.

Monthly Board Meetings – The board meets monthly via Zoom, with regular reports on finances and plans for activities. These are not secret meetings! 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. We hold them the second Tuesday of each month.

Hobby Time – All my hobby time is currently spent assembling, painting, researching, and writing for the Bolt Action-based games I present at Huzzah. I am presenting another game in a series based on Operation Market Garden. This year I'll be GM'ing an interesting game – **the Fight at Bridge Number 9**. Its will be a multiplayer game and will have unique challenges for the British and German teams. If the game (Friday evening, Event #71) fills up, I'll add a Sunday Session. Besides that, I've enjoyed playing some board games (BARCADIA), and am looking forward to Warhammer 40K's 11th Edition! I hope to see you across a table soon. It might entail picking up a new game!



Troops on the move to the MHWA BBQ.



Better action than that Napoleon movie....

Painting is part of what we do....

Don't forget! Huzzah includes a painting competition on Saturday – see the website for details. We have awards on Saturday for several categories – single miniature, squads, vehicle/monster, or scene/diorama.

We added to that – this year – every registrant will get a miniature at registration (as long as we don't run out). You have all weekend to paint it – the best convention mini is judged Sunday morning! See images above. Use our paint or bring your own! (See below!)



Counterattack at the Son Bridge!

By Brian Butler

This is a recap from the second of the two Bolt Action scenarios I presented at Huzzah 2025. The Saturday night game...

The German 107th Panzer Brigade was ordered to counterattack the repaired and replaced Son canal crossing to cut the "Hell's Highway" at Son and drive towards St Oedenrode. This would cut the advance elements of the British XXX Corp that were moving on Grave.

Major Freiherr Von Malzahn, Commander of the 107th decided upon an audacious reconnaissance in force. Getting a late start on the 19th, the Panthers of the 107th leveled their guns and quickly brought the town under shell fire. This caught the Americans by surprise and very nearly worked in taking the bridge. Nightfall, bazookas and 57mm AT fire stopped the German attack and they fell back from the town.

The battle is fought the dawn after the Bailey bridge (infamously shown in the movie) was built at Son, as British military traffic streamed north and east towards Nijmegen and Arnhem. A mechanic in the game depicts this as British supply truck tear up the road at regular intervals throughout the 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 +/-1,350+ pt game.

The German players could score as many as 15 Victory Points in the game as follows: +1 for every supply truck destroyed. One truck enters very even turn (4 points maximum). +1 Point for any other American vehicle (Jeep) or Artillery/AT Gun/MMG/Mortar destroyed (7 points possible). +4 Points for the first German tank that crosses the Bailey bridge and exits the east side of the table.

The US side included a special character created for the event Colonel Sink (special rule to the right). He was used in this and the earlier game, and would serve a purpose if needed (for example, losing a bazooka team). The US Paras could also earn as many as 15 points: +1 point for every supply truck that transits the board or is intact at the end of the game (4 points possible). +1 points for every enemy tank destroyed (4 points possible). +4 points if no enemy units cross the bridge. +1 point for every Panzer Grenadier unit destroyed (3 points).



Special Rules – Colonel Sink **Control of Company Assets**

Once per game, if a US Paratrooper unit is eliminated from play, Col. Sink can bring in an identical unit from reserves at the beginning of the following turn (no roll required) from the east deployment edge. This represents him calling in reserve assets from the drop zones or trailing platoons.

March Club Games Day

By Brian Butler

Thanks to Billy and Co. for arranging our March 2026 games day! We always use this as a opportunity for game masters to try out a scenario before Huzzah, and just dust off the winter dust and roll some dice!

For the March game we had 5 different games over two time periods. WWI seems to be a gaming period getting a lot of attention!

An interesting things was that the March game day coincided with an Anime festival at the same venue! This created some foot traffic of people dropping in to see the different games we were playing. Maybe some of their attendees will search up Huzzah!



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/Themuseshouch/



VP-54—Washington at Valley Forge, Pa. 1777-1778

FROM D. W. GRIFFITH'S "AMERICA"

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