

COLDWARS 2012 March 9-11 2012

1812-A WORLD AT WAR

Thursday



The Tournaments Started Early in the Lampeter Room

About three years ago due to contract changes COLDWARS briefly became a four day convention. Since then we've throttled back, but there is a residual effect. The convention no longer officially starts on Thursday, but the gaming does. The program was a bit ambiguous. While notionally Thursday was only for open gaming there were 14 events listed in the program for that day. Both the Lampeter (tournaments) and the Distlefink were active.

There would be a number of theme games, ranging from Napoleon's eventually fatal Russian Campaign, to Spain, and on to the Anglo American War in North America. But of course that wasn't all. There were a total of 368 games. Col. Bill Gray, HMGS Inc. Webmeister in Chief identified 354 (less 14 Thursday) games of which 58 would qualify as "Theme Games" (Napoleonic and the Anglo American War of 1812) while 79 were depicting WWII actions. Some 30 years ago Napoleonics seemed dominant when HMGS got started.



This scene from WWII in the Bocage Thursday night was interesting in part because when I started Wargaming, indeed when Featherstone and Morschauser wrote, WWII was “Modern.” Now there were 25 “Modern” as well as 79 WWII games.



Of course in those glorious days we kept the weird boats out-they don't look historical to me



On Thursday (officially before the convention) the Distlefink was filling up



And there was even an occasional Theme Game-Napoleon in Russia

FRIDAY



The Lampeter Picks up Friday-NASAMW Guru Scott Holder on left



Looks like Mongols-FOG or Warrior



Things Picking Up in the Distlefink



Colonel "Buck" Surdu sparks lively gaming in the HAWKS room



At long last (noon Friday) the dealer area opens



Not War of 1812-That came later, but ATKM's American Revolution in 54mm



Dark Side Infiltration? A dedicated Battletech Room!



And the table in the foreground of the Distlefink?-Zombie Country!



But there were genuine Historical Theme, Games-1812 in North America



And perhaps the largest Age of Sail Naval Game Ever

Saturday-The Crowds Have Arrived



The H.A.W.K.s Off To An Early Start



Not All Gamers Are Graying



World War One In The Woods



Back To Russia With Napoleon I



Colorful Ancients In the Lampeter



Some of those Dandy New ECW 28mm Figures in Action



Distlefink In Full Cry-Though The Foreground is Admittedly Dark Side



Colorful Renaissance Action In the Lampeter



All The King's Men 54mm War of 1812 Militia



More ATKM 54mm 1812-Wonder Woman Rallies Indian Auxiliaries

SUNDAY



The Heart of the Convention Winds Down

By Sunday things were definitely slowing down. Years ago HMGS EAST (now Inc.) experimented with efforts to get people to stay on for Sunday gaming and shopping. But that failed experiment has been discarded. There were still a lot of people around. But most were moving inexorably towards the doors.

It had been a good solid convention. Good use was made of available space. And while the dealer area was not overfilled, it was well occupied and offered all manner of wares. Old restrictions on types of dealers (priority for manufacturers, publishers, and primary distributors over retail shops for example) have fallen by the wayside. This owes much to the general economy, and in particular to gasoline prices. But the “Tennis Barn” (long forbidden to HMGS because we didn’t play tennis) was well filled.

In the past the dealers stayed open as late as 2pm Sunday, and there was talk of preventing our escape at any earlier hour. By COLDWARS 2012 there was none of that. The management slammed the doors shut at 12 noon.



Hardly Deserted, But we Dealers Were On Our Way Out At Noon



As Usual The Harford Area Weekly Kriegspielers (HAWKS) Were Active To The end



Grandson, At Left, Drawn To The Dark Side

On a personal level I noted Sunday afternoon that Charles, my youngest Grandson, was again being lured to the Dark Side of The Hobby!

The Monday Night Adventurers (MNA) staged a game ultimately attributed (blamed) on the ‘Orrible ‘Oward Whitehouse. In 1945 Berlin Nazi Scientists come up with a time machine. With it, the Fuhrer and some close friends seek to return to 1939 and try again (this time no more Mr. Nice Guy!) Fortunately the concussion of a Russian artillery shell throws off their aim and they find themselves in the Jurassic era!

Apparently the Nazis, including several big name personalities and some “un-named minions” were “Non Player Characters” in this exercise. The players, represented by various reptiles, compete for points in the quantity and quality of Nazis eaten. Grandson jumped off to an early lead by eating Herr Hitler. But that provoked a jealous reaction from his peers and another player methodically ate 3 named and one un-named Nazis to achieve a win (65 points to 50.)

Perhaps it is for the best. Had Charles won he may have been even more strongly drawn to the Dark Side!