

# HURRICON 2014

**25-28 September 2014**

**AT THE INTERNATIONAL PALMS RESORT ORLANDO FLORIDA**



**Guest of Honor Bob Moon Presides Over His Famous 15mm Gettysburg**

**HURRICON 2014 featured Bob Moon, a nationally famous Game Master, as GOH. However the convention offered an All Star cast. Bill Moreno, a previous GOH, hit WW I pretty hard, but more 1918 than 1914 in honor of the 100<sup>th</sup> Anniversary. Stanley Kubiak of California presented a succession of his famous AIRDROME games beginning with the Thursday night Jacksonville Garrison/South Florida Gamers match. Jeff Baumall brought back his WIND AND THE LION game by popular demand. Pete Panzeri again demonstrated his extensive Napoleonic hordes in advance of next year's WATERLOO theme for RECON. And those were only a few of the outstanding games in the historical miniatures genre. And beyond that, there was a full program of Pathfinder RPG, some board games, Sci-Fi and fantasy miniatures.**





**Earlier Bob Moon Had Run His Favorite 28mm Troops**

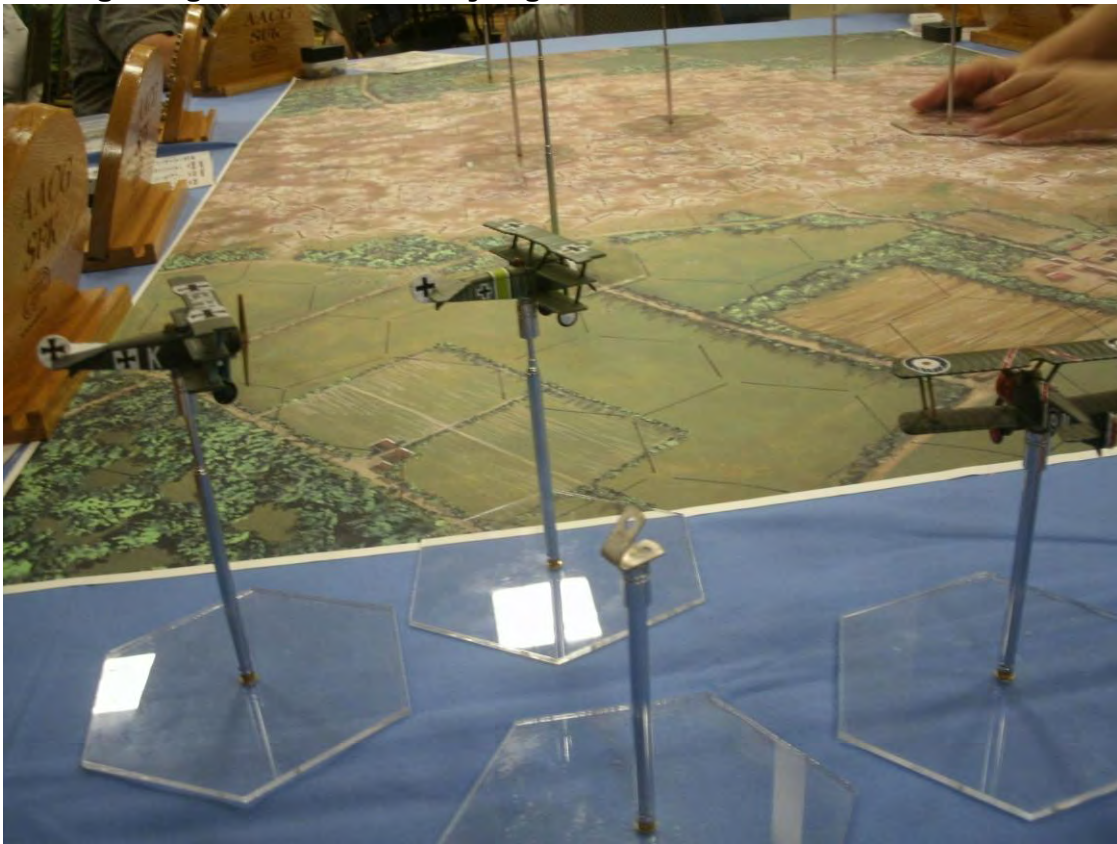


**But For The Gettysburg Epic He Reverted to His Old 15mm Armies**





**Beginning With The Thursday Night Jacksonville/South Florida Match**



**Stanley Kubiak Ran His Famous Aerodrome Games**

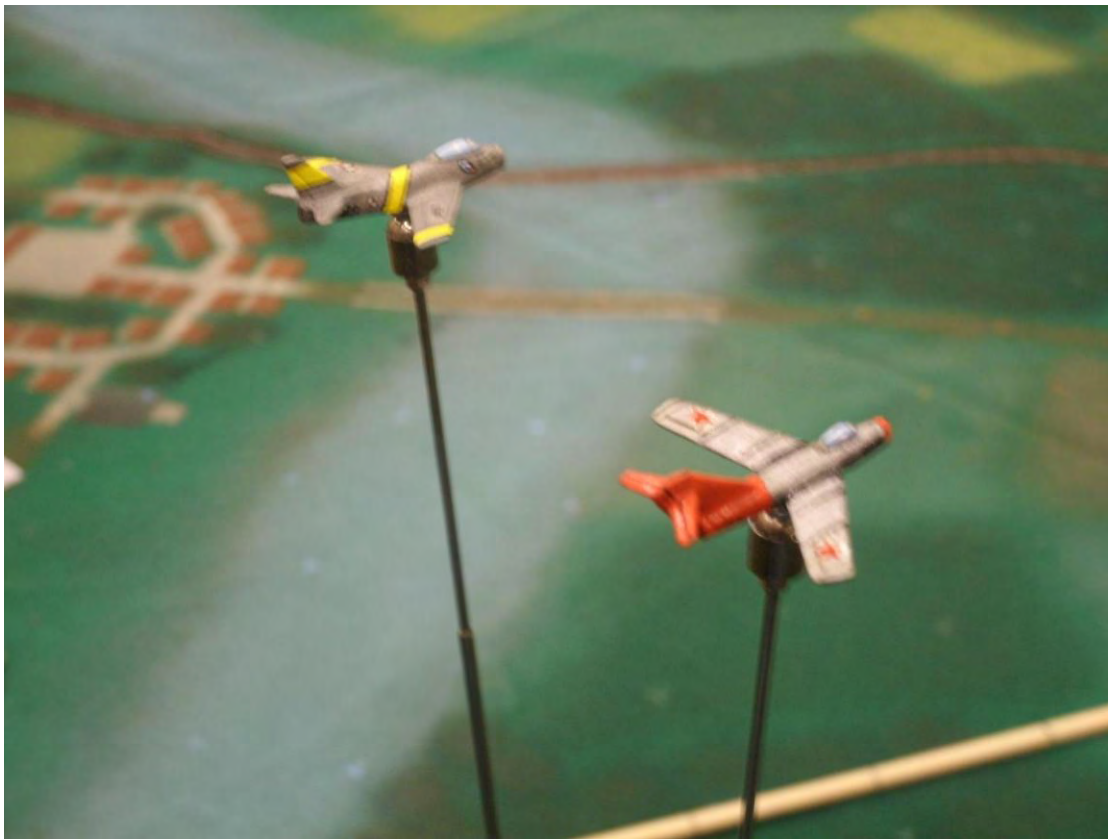


**There Were A Number Of Air War Games-Including This Battle Of Britain Game**



**And This One Based On The Attack On Yamamoto**





**And Eventually The Korean War In The Air**



**By Friday The Crowds In The Main Gaming Area Had Picked Up**



**Across The Hall Pathfinder RPG Games Went On All Convention Long**



**Board Gamers Played On Next To The Lobby**





**And The Seekrieg Crowd Carried ON IN a Larger Room**



**Meanwhile In The Main Hall There Was Sci-Fi**





**Is This The Millennium Falcon?  
And Zombies-Which Are Becoming Unavoidable**







**Undead On The March**



**To Me The Lord Of The Rings Characters Have More Class**





**Pete Panzeri Demonstrates Zvezda's Modern War On His Big Battlefields**



**But His Napoleonic Extravanzas Are More Influential**





**His Napoleonic Hordes Are Bound To Dominate The RECON 2015 Theme**



**WATERLOO**





**Meanwhile 15mm Napoleonics Using “COMMIT THE GUARD” Rules**



**Runs For Most Of The Convention**





**The Dark Ages Were Well Represented In Continuing SAGA Games**



**They Told Me These Were Generic Step Warriors Or Some Such**





**There Was Even A Viking Raid-When A Tour Guide in Scotland Last May Told Us That**



**There Were Vi-Queens As Well AS Vikings I Thought He Was Kidding**





**Meanwhile Ken Cliffe Provided Frequent ATKM Games In 54mm**







**The Colonial Era Was Well Represented By This Darkest Africa Epic By Dwight Jones**







**Bill Hogan's 55 Days To Peking**







**And By Popular Demand-Jeff Baomal's Epic THE WIND AND THE LION**







**Of Course There Is Always Room For A Rerun of Rourke's Drift**



**And De Bellis This And That Was With Us For Most Of The Convention**



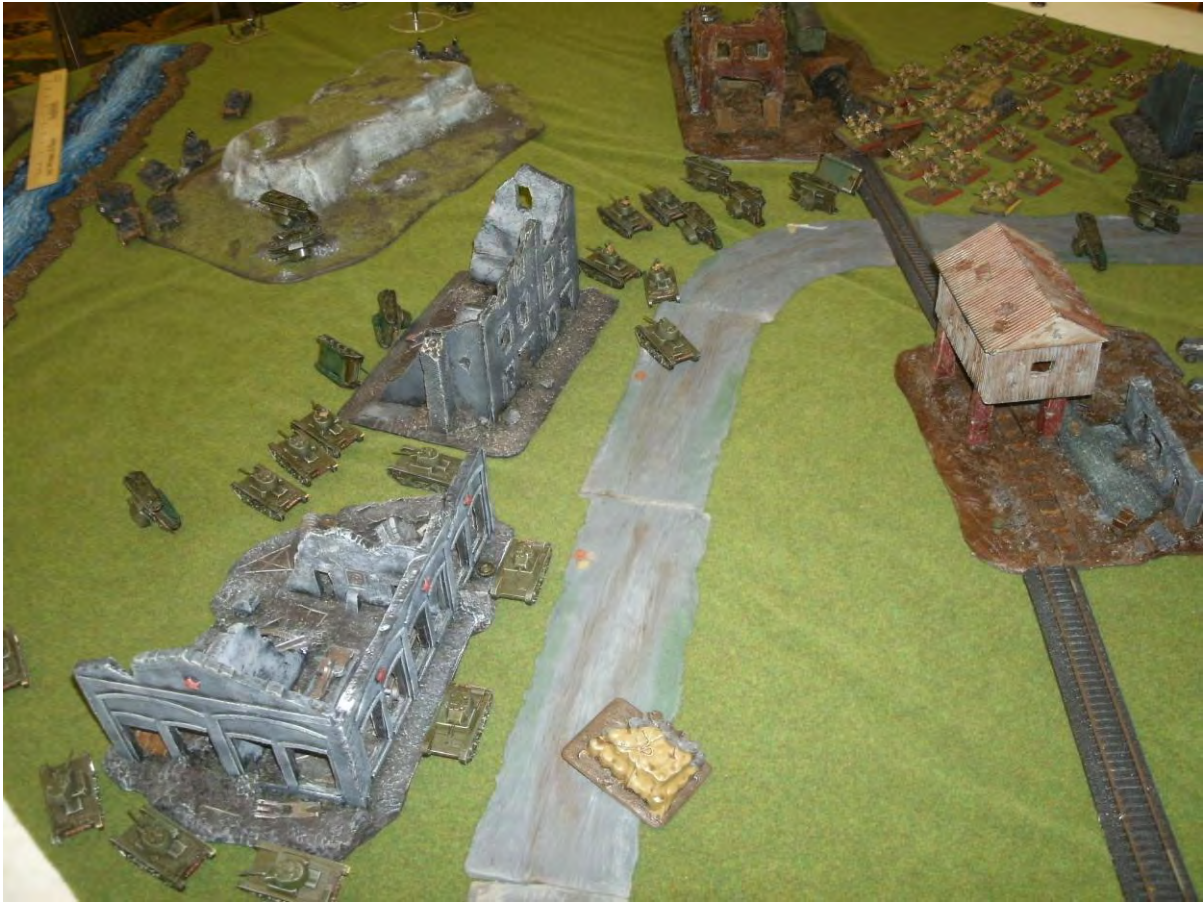


**But Compared To Recent Conventions WWII Seemed To Get Short Shrift**



**There Were A Number Of Skirmishes, A Small FOW Tournament**





**An Epic 15mm Game Featuring Pzkw 38T Resisting Masses Of Early War Red Armor**



**But Even If You Add My "Interwar" (SCW) Game WWII Remained Heavily Outnumbered**





**By Numerous WWI Epics-Many By Bill Moreno And Friends**



**Highlanders on the Warpath**





**A Major Offensive Underway**







**To Break The Deadlock They Turn To Tanks, And Even Cavalry**



**But To Breakthrough The Cavalry Will Need Whippets-Mark I's Will Slow Them To Infantry Pace**



**HURRICON 2014 was not our largest convention. But it was active, lively, and a good time was had by all. There seemed to be a lot going on at all times, and the tone was friendly and cheerful. And the figures on average seemed well painted. The convention staff was pleasant and competent. I heard of some major cancellations at the last minute, but re-alignments absorbed the changes. The major game hall was active for much of the convention.**

**However, it must be admitted that on Sunday, led by the vendors and major GMs, the venue cleared quickly. What began as a hasty retreat rapidly turned into a rout. Most were gone by 2pm Sunday.**



**The Last Contingent To Maintain Order And Discipline Were The Pathfinders**