

RECON 2013

19-21 April International Palms Orlando Florida



WW II The War Game-Axis and Allies Starts Thursday Night And Goes On and On

RECON returns to the familiar facility on International Drive-now International Palms. More than adequate space, a nice location, reduced room costs, and a colorful slate of games.

The main gaming area, Florida Ball Room, was going most of the convention with predominately historical miniatures games, though other genre were represented. There were breakout rooms like the Marco for SEEKRIEG, Citrus A with Vicksburg on the Mississippi all convention long, Citrus B with Pathfinder and other RPG games, Amelia for Warhammer, Sanibel for Flames of War, and Largo for board gaming, open gaming (all genre)

A former President of HMGS SOUTH once declared that our conventions would be open to all types of gaming except for Live Action Role Playing (LARP.) That did not prove entirely avoidable. But fortunately LARP activity had been overcome in time for a well prepared convention in which all other genre were represented. And for RECON 2013 we were back in our best venue and building the convention back to its peak. With momentum returning we are all looking forward to HURRICON at the same location and even more game offerings.



Club Treasurer Webb Pierce Brought Back Vietnam Complete With Helicopters



Ken Cliff of ATKM Put His Splendidly Painted 54mm ACW Troops Into Action



Bill Hogan's Boxer Rebellion Game As Usual Featured Intriguing Models



By Mid-Afternoon RECON 2013 Had The Buzz of A Successful Game Convention



Looks Like A British Outpost in the Old Colonies



On This Table It Was DB Something Or Other All Convention Long



This DB is RRR-The Commander On Horseback Is Said To Be Reading A Bible



Dark Side Rising-Something About Star Ship Troopers And Bugs

TIME OUT FOR A GRAND TOUR



RPG Stuff In CITRUS B



SEEKRIEG IN MARCO



Bill Moreno's Vicksburg And The Mighty Mississippi In Citrus A All Weekend





Board And Open Gaming At All Hours In The Largo



Warhammer Stuff In the Amelia Room



And Flames Of War In Sanibel-I Think These Are Dutch SS Volunteers



But For All That The Most And Best Was In The Main Room-Including Gallagher's Pig Wars



My Own Novelty Offering Featured The Turkenkrieg of 1683





There Was WW II From Small Scale Landings



To Up Close And Personal With Bolt Action

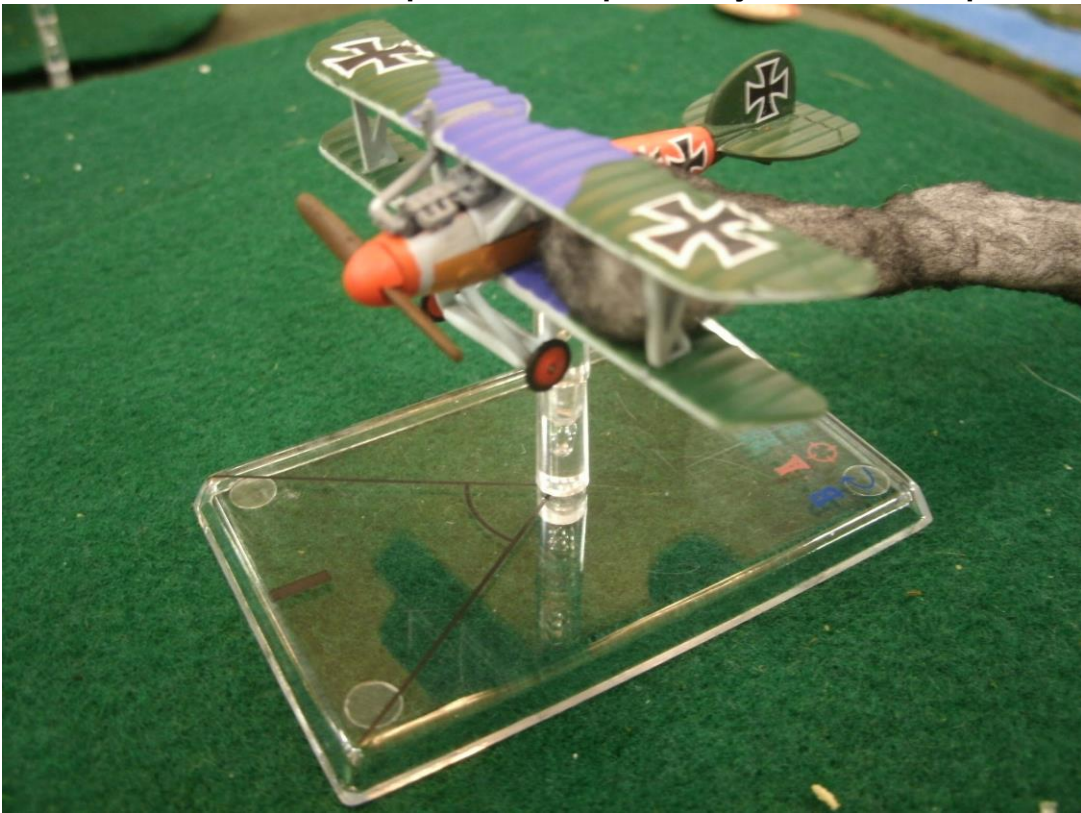


President Marc Rebhun Launched A Breakout From Normandy Using Rapid Fire





Of Course WWII Wouldn't Be Complete Without Airplanes-Jerry Bowles Afrika Korps Airlift



Nor For That Matter Would WWI



Of Course, No Florida Game Convention Is Complete Without Pulp Fiction From The Jacksonville Garrison





Napoleonics Are Coming Back! I Think This Is Napoleon's Battles In 15mm



Probably Command And Colors In 12mm



Pete Panzeri, Newly Appointed Convention Coordinator Brought A Massive Cavalry Battle



Liebolkowitz-The Biggest Cavalry Battle Of The Napoleonic Wars



Marty Sauls Brings Us Wars Of Alexander's Successors-They Used Every Troop Type



Bob Moon's French And Indian War 40mm Figures Are Works Of Art



More Of Bob Moon's 40mm French And Indian Masterpieces



ATKM's Epic Was A War of Independence Game



On The Whole The ACW Stuff Seems To Me Artistically Superior



But There Are Subtle Flourishes



A Majority Of The Post Midnight Gamers Were From The Dark Side (Not HM)



There Were Some Of Each On Hand As The Convention Ran Down Sunday