



OLD GLORY

2009

WORLD WARGAMES

UNIVERSITY of DERBY

Kedleston Road Campus

3rd / 4th OCTOBER 2009

THE GREATEST WARGAMES SHOW OF THE YEAR

60+ Trade Stands, Bring and Buy, Bar, Food, Display and Participation Games

Doors open to the public 10 a.m. each day.

Entry £3 Concessions £2

FREE CAR PARKING

www.worldwargames.co.uk

Hello and welcome everyone,

Once more it is our great pleasure to sponsor the Old Glory World Wargames at Derby and welcome you to this wonderful venue.

Each year the show seems to grow and this year is no exception with new competition periods being added.

As usual we have our extensive range of figures and models and look forward to welcoming you to our stand on the ground floor of the Atrium. Our range is always being increased and we are sure that you will find something to catch your eye.

This year you have a chance to see some of my collection of figures in action at the game in front of our stand.

Come and see us on The Old Glory Stand.

Have a good show
Best Wishes

Andy Copestake
Old Glory

To All

Welcome to all players, visitors and traders to this years show.

Please enjoy the variety of games on offer, both participation and demonstrations so please feel free to join in, ranging from Ancients through to Science Fiction. Also the re-enactment society will be putting on some weapon demonstrations adjacent to the atrium during both days, weather permitting.

We hope you enjoy the facilities and we would welcome any suggestions that you may have in order for us to improve future shows.

Have a great show.

Nigel, Paul and Richard
Derby Wargames Associates

PARTICIPATION AND DISPLAY GAMES 2009

PARTICIPATION GAMES

HILLS HAVE EYES (ZONE 666) - Chesterfield Open Gaming Society (COGS)

Area: The Redneck Hills, Zone 666

Mission: Find and Rescue a kidnapped Diplomats Daughter

Field Data: Having strayed into the Zone on a typically stupid dare, this young lady fell into the hands of slavers and has been sold on to the Clancy Clan, Hellborn Hillbillies with attitude and a taste for human flesh. The Clan is known to have Mutants and Psychics within the family unit.

Players take on the role of the Hunters, an elite rescue team who must work together to recover the Daughter.

HELMS DEEP - Legends Medieval

We are using the new War of the Ring system from Games Workshop.

The Building itself is 8ft by 4ft by 3ft high, and there are over 500 miniatures on the board, a huge Urak Hai and Rohan army display.

As well as the Battle display we bring props from the movie which the visitors can pick up / try on and have photos taken with.

We are both demonstrating the game and allow people to participate in the action.

GHOSTBUSTERS - Reading Independent Wargamers Present

"Last year you the fought the sheep , This year its time to prove , you aint afraid of no Goats"

Ghostbusters-UK is a Skirmish game based on the first British based Ghostbusters Franchise. A team of 6 highly trained slightly unhinged paranormal Specialists armed with old favorites such as the Proton Pack and Ghost Traps along with new shiny equipment such as the Ecto-Kinetic Pacifier and the Proton Cannon.

If you have the right stuff, its time to tool up, climb aboard ECTO-UK and Kick Some Ectoplasmic Ass (In a spiritual sense of course).

So if you're having problems with Ghosts, Spirits and Ghouls "Whom is One Going to Call?"

THREE MUSKETEERS RIDE AGAIN - Derby Wargames Society

More than just, another remake of the Three Musketeers film, this time its for real!

The Musketeers duel their way across France to save the Queen's Honour in series of scenarios far too sophisticated and honourable to be called bar room brawls... (A musketeer is a gentleman after all.)

Come along join in the fun and find the answer to the 250 million Rupee question in slum dog millionaire.

LAST NIGHT ON EARTH - E-Collectica Games

The Zombie Game, is a fast-paced board game of brain-eating Zombies, small town Heroes, and horror movie action. Players take on the role of the Heroes, working together to make it through the night against an unending wave of undead that are spreading over the sleepy town of Woodinvale.

So now's your chance to be like Johnny, The Quarterback, or Sally, The High School Sweetheart, and go get you some zombies. "Jenny get the chainsaw they're coming again! Jenny?"

Each game can take up to 5 players, aged 12 and up, and will last approx 45 minutes to an hour, ask at the E-Collectica Games stand for more details.

THE RAID ON ST NAZAIRE, 28 March 1942 - Leeds Wargame Club

The games aims to recreate the famous commando raid on the port of St. Nazaire in WWII (also called Operation Chariot).

The operation was undertaken by Royal Navy and Army Commando units under the auspices of Louis Mountbatten's Combined Operations. St. Nazaire was targeted as the loss of its dry dock would force any large German warship in need of repairs, namely the Tirpitz, to return to home waters rather than seek safe haven in the Atlantic coast.

The obsolete destroyer HMS Campbeltown commanded by Stephen Halden Beattie and accompanied by 18 shallow draft boats, rammed the St. Nazaire lock gates and was blown up, ending use of the dock. Commandos landed on the docks and destroyed other dock structures before attempting to fight their way out. All but 27 of the commandos were either killed or captured: 22 escaped back to Britain in the Motor Torpedo Boats and 5 escaped to the Spanish border. Five Victoria Crosses were awarded to men involved in the raid, which has been called The Greatest Raid of All

Players are encouraged to take command of the commandos and attempt to better the historical result by destroying key targets.

SHILOH IN 10MM - Guards (Birmingham) Wargames

The Confederates under General Johnston move north to counter attack Grant & Buell who were advancing down the Tennessee River on both banks with over 80000 men. The game is based around the early morning assault on 6th April 1862. After marching 23 miles the confederates were now in position to attack the Union camps.

LEIPZIG LITE - Baccus

The biggest battle of the Napoleonic Wars played on a board measuring 4 feet square and taking less than an hour to play.

The concept is simple. The largest battle of the Napoleonic wars, played on a four foot square table, in a playing time of around fifty minutes. Leipzig-lite gives you the slimmed-down, revved-up, leaner but not necessarily meaner Napoleonic experience.

Think it can't be done? They come along and have go. Can you crush the Corsican Ogre, or would you prefer to preserve the Glory that is the Premier Empire? Each game has four places so test yourself against history.

The game is sponsored by Baccus 6mm and Timecast and will feature hundreds of 6mm figures. The rules used will be a variant of the Napoleonic very, very, very quick play set used in our popular 'Old Trousers' game.

DISPLAY GAMES AND GROUPS

REGIA ANGLORUM - 11th Century Living History Group - www.regia.org

We are not purely a combat society and have come a long way from the old hack and bash image associated with many re-enactment societies. There is always a certain glory to be found in recreating and reliving famous and the not-so-famous battles of times past - but they are not the sum total of history. They are specific points in time which were interspersed by long periods where the people living then, got on with their normal existence which is equally fascinating. In this way, we are not in fact just a 're-enactment' group, but a 'living history society'.

This year, weather permitting, display combats will be fought in the courtyard

1945 KUSTRIN - 'Closing the Ring' and 'The Last Attack' - Veteran's Company

Second World War - Late war Eastern Front - Late March 1945.

The Russians are attempting to encircle Kustrin in preparation for the final assault on Berlin. Stalin had been informed that Kustrin had fallen two months earlier!

The Russian 8th Guards Army to the south of Kustrin was ordered to drive west and cut the last road into Kustrin by taking two villages Gorgast and Golzow and link up with Soviet forces to the north. The Germans held half of Gorgast and all of Golzow.

The Munchberg Panzer 'Division' with attached Panzer Grenadiers were ordered to counter attack and keep the supply route open.

The game will be played with 15mm figures and with Battlefront WW2 rules.

THE BATTLE OF HASTENBECK July 26, 1759 - Humberside Wargames Society

A scenario prepared for Might and Reason rules by Chuck Hamack and Erik Engling.

The Battle of Hastenbeck began when the French army commanded by D'Estrées organized an ambitious flank attack over difficult wooded and hilly terrain. The main French army remained inert waiting for the attack to succeed. When ready the French assaulted the allied centre repeatedly and a dogged soldier's battle ensued. The eventual success of these attacks caused the allied army commanded by the Duke of Cumberland to retreat. However, an impromptu Hanoverian attack caught the rear of the flanking forces and broke the exhausted French troops. They retreated in panic and Marshal d'Estrées initially responded by ordering his army to retreat too, but realized that his opponent was in fact quitting the field, and thus claimed the field instead. The French army ultimately cornered Cumberland's command in the North and the general requested and received an armistice, a dismal end to the Hanoverian army following the defeat at Hastenbeck. The Duke of Cumberland left the army in disgrace, never to return to active duty.

Seven Years war 6mm figures are from Baccus and Adler, Terrain painting by Miss Jennifer Cluskey, the terrain pieces by Timecast and The baggage train, and the wines from the pick of the generous Mr. Gendle's Yorkshire estate cellar.

THE BATTLE OF THE BOYNE, 1 July 1690 - "Like a stone wall" Wargames Group

The battle of the Boyne has to the best of our knowledge never been previously presented in its entirety. The game illustrates both the famous crossing at Oldbridge and the Williamite forces making their flanking attack.

The battle saw the multi national and professional forces William of Orange defeat the hastily assembled army of James II during the period commonly referred to as the Glorious Revolution. James had become deeply unpopular in England and this led to William being "invited" to take the throne by a group of powerful politicians. The battle was over in a few hours and with the Jacobite army retreating to Dublin the French contingent, loaned to James by Louis XIV, made for the coast and returned home. James followed close behind them and never returned to Britain again. The war in Ireland raged on through a series of ambushes and skirmishes for a further year until James' forces were finally destroyed at Aughrim.

We will be using our own rule set "Wild Geese" to re-fight the battle.

BASING, DIPPING - Sheffield Irregulars

We're going to show people how to use Army Painter Dip, and allow them to have a go themselves, to understand the process.

Also having examples of basing for miniatures on display, and provide demonstrations of how to achieve them. Bases are often missed off models altogether or not very creative. We thought it would be fun to look at how to base fast and cheap for good results.

We've heard from a lot of people who would like to try dipping, but don't want to pay out for a pot not knowing A. How to do it, and B What the results are like.

As a group that encourages painting we thought this would be a good way to introduce this method of finishing your models fast!

BARROSA 5th March 1811 - L'Ordre Mixte Club

A Napoleonic Peninsula clash.

British, Portuguese and Spanish under General Graham defend the coast road to Cadiz against the oncoming French 1st Corps under Marshall Victor.

PENINSULA ENCOUNTER - Phil Freeman and Old Glory UK

A fictional clash between an Anglo-Spanish force and a French Division.

Can the Thin Red Line hold? With over 1000 40mm figures on the table this is no mere skirmish game.

Figures used are primarily

Sash and Saber from Phil's collection with a few from Andy's much smaller collection too.

RESISTANCE AT STEINAU: Great Escape Games

January, 1945. As German troops retreat headlong from the Vistula, a scratch defense is organised on the Oder river. At Steinau, northwest of the besieged city of Breslau, a group of NCO instructors accept the task of holding back the Soviet advance. Elements of 4th Guards Tank Army are charged with smashing the small but determined resistance of the fascist dogs!

Learn the mechanics of this game system with the guys from Great Escape Games. It takes little time to get the basics down and the demonstrators will show you how orders, movement, weaponry, and tactics work in RoE.

MAGNESIA – Curteys Minatures

The **Battle of Magnesia** was fought in 190 BC near Magnesia ad Sipylum, on the plains of Lydia (modern Turkey), between the Romans, led by the consul Lucius Cornelius Scipio and his brother, the famed general Scipio Africanus, with their ally Eumenes II of Pergamum against the army of Antiochus III the Great of the Seleucid Empire. The resulting decisive Roman victory ended the conflict for the control of Greece.

THE BATTLE OF BORODINO, 7 September 1812 - The Lead Commanders

The battle fought between Napoleon's Grande Armée and Kutuzov's Russian Army presented in 6mm.

The Battle of Borodino fought on September 7, 1812, was the largest and bloodiest single-day action of the Napoleonic Wars, involving more than 250,000 troops and resulted in at least 70,000 total casualties. The French Grande Armée under Emperor Napoleon I attacked the Imperial Russian army of General Mikhail Kutuzov near the village of Borodino, west of the town of Mozhaysk, eventually capturing the main positions on the battlefield, but failing to destroy the Russian army.

SIEGE OF SEBASTOPOL Derby Wargames Society

Its spring 1855 and Sebastopol has been under siege since September 1854 when the allied armies marched round the city.

The game attempts to show one of the many Russian attempts to break the siege lines and put the allies on the back foot. The Russians have managed to build a large force of Infantry, supported by Artillery and a small contingent of cavalry to force a gap between the British and Turkish troops.

During the night they have moved a steam gunboat down the Careenage bay to give additional support.

Allied invading army by Mark and Damon (British) Stuart (Turkish), with the Russians by Will, Simon and Mark.

Terrain by Stuart Parkin and Mark Shearwood, the rules used are "From the Black Sea to the Baltic" published in Wargames Illustrated issue 230 and 231.

GUILFORD COURTHOUSE 15 March 1871- Barlaston (Stafford)

The Battle of Guilford Court House was a battle fought on March 15, 1781 inside the present-day city of Greensboro, North Carolina, USA, during the American War of Independence.

1,900 British troops, under General Lord Cornwallis, fought an American force, under Rhode Island native General Nathanael Greene, numbering 4,400.

Despite the relatively small numbers of troops involved, the battle is considered decisive. Before the battle, the British appeared to have successfully reconquered Georgia and South Carolina with the aid of strong Loyalist factions, and thought that North Carolina might be within their grasp. In the wake of the battle, Greene moved into South Carolina, while Cornwallis chose to invade Virginia. These decisions allowed Greene to unravel British control of the South, while leading Cornwallis to Yorktown and surrender.

PIKE & SHOT SOCIETY

Founded in 1973, the **Pike and Shot Society** is an international organization that promotes interest in the warfare of the Early Modern Period, a time that saw radical change in the way in which wars were fought world-wide. Its main activity is the publication of its highly respected bi-monthly journal *Arquebusier* as well as specialist books, monographs and booklets.

THE SOCIETY OF ANCIENTS

The Society of Ancients is an international amateur society for the promotion of the study of ancient and medieval military history and wargaming the period 3000 BC to 1500 AD, and run by volunteers for the benefit of our growing membership world-wide. The Society publishes a bi-monthly journal, *Slingshot*, and sponsors various events, including wargames tournaments.

THE LANCE AND LONGBOW SOCIETY

The aim of the society is to promote a historical and wargaming interest in the Middle Ages, the actual period covered is from the early 11th century into the early sixteenth century, which saw the decline of the mounted knight.

Our intention is to encompass not only the amateur historian and wargamer, but also the re-enactor and herald. In fact, anyone who is interested in things medieval.

Traders Attending

<u>Stand</u>	<u>Trader</u>		
1.	Ironclad Miniatures	22.	Caliver Books
2.	Stonewall Figures	23.	Fieldworks
3.	Pendracken	24.	1st Corps/Curteys Miniatures
4.	Baccus 6mm Ltd	25.	The Tree Fellers
5.	Magister Militum	26.	Instant Armies & Veteran Miniatures
6.	Gateshead Gaming	27.	B B Wargames
7.	Dave Lanchester Books	28.	Paul Meekins Books
8.	Under The Bed Enterprises	29.	Musketeer Miniatures
9.	Lancashire Games	30.	Sergeants Mess
10.	Old Glory Miniatures UK	31.	KR Multicase
11.	Miniature Wargames/ Pireme Publishing		
12.	SHQ Miniatures		
13.	Dixon Miniatures		
14.	Simply Scenic/Tiger Miniatures Dave Thomas (Perry, Artizan, Crusader, Foundry)		
15.	Skytrex Ltd		
16.	Total System Scenic		
17.	Redoubt Enterprises		
18.	Black Pyramid Gaming LLP		
19./21.	Terrain Warehouse UK		

<u>Stand</u>	<u>Trader</u>		
32.	Ancient & Modern / Donnington Miniatures	54.	Chiltern Miniatures
33.	Tumbling Dice	55.	Baker Mick's World of Wargames
34.	Warlord Games	56.	Time Was
35.	Dreamholme Scenics	57.	Worley Publications
36.	Magnetic Displays/ Coritani	58.	Realistic Wargames Ltd
37.	The Baggage Train/ Scotia Grendel	59.	Flashing Blade
38.	Grubby Tank	60.	Rumbling Guns
39.	Wargames Illustrated	61.	Parabellum
40.	Kallistra	62.	Hasslefree Miniatures
41.	Gripping Beast	63.	E-Collectica Games
42.	Colour Party	64.	Great Escape Games
43.	Museum Miniatures	65.	Lesleys Bitsbox
44.	Kerr and King	66.	Monarch Books & Miniatures
45.	West Wind Productions		
46.	Stafford Games & Vendel Miniatures		
47.	Warhammer Historical		
48.	Timecast		
49.	Second Chance Games		
50.	Front Rank Figurines		
51.	Irregular Miniatures Ltd		
52.	Adler & Dark Star Miniatures		
53.	Minimi Miniatures		

67. Demonstration / Participation Games

- A.** Regia Anglorum -
Re-enactment Society
- B.** Baccus – Leipzig Lite
Participation
- C.** Old Glory – Napoleonic
- D.** Leeds –
Raid on St Nazaire
Participation
- E.** Stonewall –
The Battle of the Boyne
- F.** Barlaston –
Guilford Courthouse
- G.** Lead Commanders –
Borodino
- H.** Society of Ancients –
- I.** Lance and Longbow –
- J.** Border Reivers – Iraq 2003
- K.** Derby Wargames – Crimea
- L.** Scarab – WWI
Participation
- M.** Curteys Miniatures – Magnesia
- N.** Sheffield Irregulars –
Painting Demo
- O.** Veterans Company –
Kurstin 1945
- P.** L'ordre Mixte Club –
Barrosa 1811
- Q.** Humberside – Hastenbeck
- R.** KB Gamers - Sci-Fi
- S.** Burton and District –
Fields of Glory Ancient Battle
- T.** Guards – Shilo
- U.** Pike & Shot Society
- V.** TC Painting Studios – Napoleonic
- W.** E-collectica – Zombies
Participation
- X.** Great Escape Games –
Steinau 1945
Participation
- Y.** Derby Group –
Three Musketeers
Participation
- Z.** COGS – Hills have Eyes
Participation
- AA.**Legends Medieval –
Helms Deep
Participation
- 118.** Reading Independent Wargamers
–
Ghostbusters
Participation

