

Command Con VI Preview

This is a preview of events for Big Muddy's sixth annual Fall Convention. We intend to put on display the finest historical miniature games to be found in St. Louis. We've built a reputation on hospitality and we are especially happy to host enthusiasts from outside the metropolitan area.

Convention Schedule

Friday, November 19

Vendors admitted 10:00 a.m.
Open to the public at noon.
Gaming begins at 2:00 p.m.
Session ends at 11:30 p.m.

Saturday, November 20

Doors open at 8:00 a.m.
Games begin at 9:00 a.m.
Silent Auction noon to 6:00 p.m.
Membership meeting 1:00 p.m.
Evening session ends 11:30 p.m.

Sunday, November 21

Doors open at 8:30 a.m.
Games begin by 10:00 a.m.
Session ends at 6:00 p.m.

Map to Grant Shelter



Park website: <http://www.co.st-louis.mo.us/parks/j-b.html>

Hotels

[Best Western 55 South Inn](#)

6224 Heimos Park Drive St. Louis, MO 63129

For questions or to make a reservation call toll free in the US: 1.800.275.0905

[Comfort Inn Southwest](#)

3730 S Lindbergh Blvd, St. Louis, MO

For questions or to make a reservation call toll free in the US: 1.800.275.0905

[Hampton Inn Sunset Hills](#)

1580 S Kirkwood Rd, St. Louis, MO 63127

For questions or to make a reservation call toll free in the US: 1.800.275.0905

[Holiday Inn South](#)

4234 Butler Hill Rd, St. Louis, MO

For questions or to make a reservation call toll free in the US: 1.800.275.0905

[Holiday Inn St Louis Mo](#)

6921 S Lindbergh Blvd, St. Louis, MO

For questions or to make a reservation call toll free in the US: 1.800.275.0905

Refreshments

Swords and Roses is back with the food that is a cut above—several cuts above, actually—the “old” fare offered at our cons. You may not find victory in battle, your dice throwing may be hideous, and you may not win that collection in the silent auction—but you will eat well at Command Con VI.

Volunteers

The hard work of the officers and chairs means most of the con will “run itself”, but we can often use a hand. If you have an hour or two to lend a hand, contact Bill Doelling or Joe Shaffer at the registration desk and we'll put you to work.

Special Events

➤ Best Game Awards

In an effort to show our genuine appreciation to the GM's that make the con possible, Big Muddy will award a \$20 ‘Barracks Bucks’ certificate in EVERY game session to the GM judged as having the best game. Judging criteria includes preparation, presentation quality, and most important, participant enthusiasm. We will be recruiting judges for each session—the only requirements that you not have a game running in that session. If you would like to volunteer, contact any officer.

➤ The Third Annual East-West Invitational

This year, the East Side of the Mississippi hosts the West Side of the Missouri in a third rendition of our friendly rivalry. The invitational will take place in two events, one skirmish level and one grand-tactical. Join in either or both events, everyone is invited, no matter what water you're next to. Braggin' Rights are at stake.

➤ Saturday Silent auction

Come on over and find yourself a bargain. Dig in the back of those game room shelves and dust off those old figs or AH games. The cost is low as a benefit to our members. Just \$2 dollars for three bidding sheets (3 lots).

➤ **Origins Game Library**

The Origins Game Library is back! This is a chance to try out new board games or card games for free. Be sure to look over the improved line-up of war games.

➤ **Big Muddy HGA General Membership Meeting**

Our members meet once per year to ask the board questions, provide the board 'guidance' for the coming year, and to hear candidates for office introduce themselves. The meeting will be brief this year, with most of it devoted to members' input, so be present at 1:00 Saturday to speak your piece. The second annual President's Award will also be announced.

➤ **Big Muddy Fund Raising Raffle**

Big Muddy will kick off its 2005 fundraiser at the general membership meeting at Command Con VI. We will be raffling off an original historical painting by artist Peter Bradley. We hope to have a sketch of the work on display. A limited run of tickets will be printed.

➤ **Dan Hillen Donations for Diabetes**

In memory of long time member and old friend Dan Hillen, Big Muddy will collect donations to a local diabetes fund (to be announced at the con).

Our Vendors

The Hobby Shop

The grand-daddy of St. Louis' wargaming establishments, Ken Lambing's store has been recovering from the impact of a drunk driver (ok, pun intended—sorry). We're looking forward to seeing his new and improved establishment back in operation. Until then, be sure to stop by this booth for the most complete line of historical figs in town.

Laden Swallow

Stephen Allie has made the trek across Missouri for the past two cons. Their unique inventory includes a great line of 15mm sailing ships and a variety of resin-cast terrain. Check out their age of sail demo games all weekend.

George Knapp

George has supported Command Con from the beginning. Stop by his booth for a great selection of reference material and figures from many ages.

Mini HQ

Duane Fleck makes a third vendor braving I-70 across Missouri to support our event here in St. Louis. He has hinted at a line of 20mm figures that you've got to see.

Underground Games and Hobbies

Pat and Jim may be the relative newcomers to the gaming scene in the area, but they're an active, exciting addition. Specializing in alternative gaming with a touch of the historical thrown in, their booth will be a treat! They'll be presenting a variety of demo games all weekend, so stop in for a change of pace.

Command Con VI Events

- Events are open to all paying attendees (subject to tournament requirements where applicable).
- There are no event fees.
- Attendees may sign up for an event at the con registration desk. Players signed up are considered to have reserved participation in the event and they will be given priority if a game is full. Players signed up for an event must be present at the beginning of the session unless they make other arrangements with the GM. GM's are free to allow extra players to join in their events as desired.
- Events listed as "Demo" are usually intended to introduce players to a new system or figure line. These are open to anyone interested and they will not usually have sign up sheets. Demo sessions will not usually take up a full game session.

Multi-session events

Non-tournament events will welcome you for just one or many sessions, subject to player limits and GM discretion.

- ❖ **DBM Tournament** All day Saturday. 325 points – One list. 4 rounds of 2.5 hours each with a half-hour break between rounds. Room for 16 players Host, Rich Wright; positions 10-11
- ❖ **War Machine tournament** Saturday afternoon and evening. 500-point tourney played in four 90-minute sessions. Host Tim Nahm; position 14.
- ❖ **Master and Commander Demo Games** at the Laden Swallow table, position 6a.
- ❖ **Napoleon's Spanish Ulcer**. Mark Johnson presents his signature Napoleonic Game in all seven sessions. Join in as you write an alternate history of the Peninsular Wars. Position 4.
- ❖ **Variety Demo Events** all weekend at Underground Games and Hobbies' table, position 3.
- ❖ **George Knapp's D-Day**. For a quick, easy to learn, and truly challenging approach to D-Day, you must give George Knapps' rules system a try.