



Issue 55

www.novag.org



The Gamers Closet



The Magazine of the Northern Virginia Gamers

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PRESIDENTS COLUMN

by Tim Tilson

From the President

Game Day: We had around 13 people for the Winter Game Day on January 20th at TGP-W. There were three games and we gave away 2 \$20 door prizes. There is a detail report later. Thanks to all the GM who put on a game. We are looking to do another one in late May/June at TGP-C.

NOVAG at Cold Wars: I have not heard any more about the Might of Arms tournament at ColdWars 2007 (pg 17). Hope it is a go. Nor have I heard of a deadline for electronic submission of games for the PEL. But the clock is ticking now. So get those games in. Let's support our own local "hometown boy" Walt O'Hara who is running ColdWars 2007 (pg 17).

Shirts: Our new dark green shirts have arrived and they look great and only for \$15. If you don't have yours yet contact Brian DeWitt. Thanks Brian for a superb job on this project.

News and Notes

Prezcon. This is a great board game convention with some miniatures. It is just down the road in Charlottesville and will be held 21-25 Feb. This year will feature a Rev War contest with players competing in a number of RevWar games. See for further details: www.prezcon.com

Cold Wars 2007. HMGS East will host Cold Wars March 16 -18 in Lancaster PA (pg 17). The Theme will be "The Road and the Wall" a look the role of military engineers. Check out www.coldwars.org. Its not too early to begin thinking about running a game while wearing your new NOVAG shirt.

Seven Years War Con. March 23 & 24 in South Bend Indiana. Check the SYWA web site for further details.

Tank Shock Tank Shock is an annual open house at extravaganza at the AAF Armor museum in Danville on Aril 28th and 29th. See the enclosed article for further details.

Origins This will be July 5-8 in Columbus Ohio. See www.originsgames.com for further details.

Historicon HMGS will hold their annual extravaganza from 19-22 July. This year will feature Col (Ret) David Glantz a world recognized expert on WWII in Russia. So get your questions ready for his presentation.

Upcoming Releases

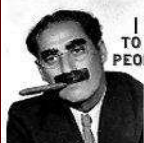
I understand the Sam Mustafa will be releasing a Seven Years set of rules modeled after La Gande Armee. Look for these at Cold Wars 2007 (pg 17).

This summer local DC game designer Scott Fisher will release a set of WWII air rules titled "Check your Six". These are a pretty clean set of rules. Additionally there will be a number of campaign books released simultaneously to provide lots of scenarios.

This set of rules should not be confused with "Watch Your Six" a set of WWI air rules coming out from a designer in Great Britain this spring.

Cover: Photos from a 5 January game at the Game Parlor in Chantilly. It was a Disposable Heroes game involving Soviets and Finns by George Buzby.

Due Date for Next Issue: April 30, 2007 but submit early, submit today!



I DON'T CARE TO BELONG
TO A CLUB THAT ACCEPTS
PEOPLE LIKE ME AS MEMBERS.
-- GROUCHO

Club Directors and Officers

Tim Tilson (President) (Editor; Gamers Closet) ([hmslydia @ msn.com](mailto:hmslydia@msn.com))

Dave Luff (Editor; Gamers Closet) ([dluff20164 @ yahoo.com](mailto:dluff20164@yahoo.com))

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Roxanne Patton (NOVAG Might of Arms Tournament Coordinator) (Web Master) ([rcmp1213 @ verizon.net](mailto:rcmp1213@verizon.net))



Webpage: www.novag.org

Message board: <http://games.groups.yahoo.com/group/NOVAGList/>





EDITORS WRITE

by David Luff

From the Editor

Welcome to issue 55 of the Gamers Closet. I hope your holidays were great and for the best for you and your family in 2007. Thanks for the feedback on the last issue 54 and the changes to our newsletter into a more professional product. But this project will take the help from our members so think about writing an article and send some photos from your next game or event. The last page of the newsletter includes my last "Editors Write" on what is needed for the newsletter so feel free to check it out and what you can do for The Gamers Closet.

COLDWARS is coming up and I can use some reports from the big show including battle reports, photos, and any new products being released. So as you game or shop in Lancaster think about submitting to our magazine. I would like the next issue to be a ColdWars 2007 after-report special.

Convention reports are needed for the 2007 convention season so while at your favorite show take some pictures and write up what you saw and the games you played in, I know other gamers who could not make it will be interested.

Role players and Board game articles wanted: Thanks for all the historical miniature articles and keep them coming but I want to hear from our RPG and Boardgame brothers and sisters to publish their articles and reviews from that side of the hobby.

New logo: I am looking for someone with artistic talent to draw up a new logo for the magazine. My idea is a logo to match the magazine name such as an open closet with games, toy soldiers, dice, etc (gaming stuff) falling out (like the cornucopia) but feel free on trying some artistic expression. Prize: If your drawing is selected you will receive a life time subscription to The Gamers Closet, how's that!

MagWeb: This is an online magazine service which includes many gaming magazines including our very own "The Gamers Closet" and our past "NOVAG News" starting from 1991! This is an unique way at looking where NOVAG been and maybe an idea for our future. Subscription rate is very reasonable so just go to www.magweb.com for detail.

A **special** thanks for the following writers who helped make *The Gamers Closet* the magazine it is today and we wish them and many others to continue the support for future issues (*not in order*):

Michael Koznarsky
Brian Dewitt
LTC Charlie Torok
Pat Callahan
Ben Lacy
Tim Tilson
Pete Panzeri
Matthew Parker
Andrew Turlington

And everyone else who helped with painting figures, playing the scenario, and help with the articles, thanks again!

Well that about it for this issue so start thinking about our next issue and start on that article. Also to let everyone know I am feeling much better and back to work. I advise everyone to take care of themselves and to get a yearly checkup, if not for yourself, for your family. We need to keep as many gamers around as possible and as my doctor told me, a pain between the nose and belly button that does not go away, call 911! Those medics live for that call so let them hear from you.

OPERATIONS REPORT

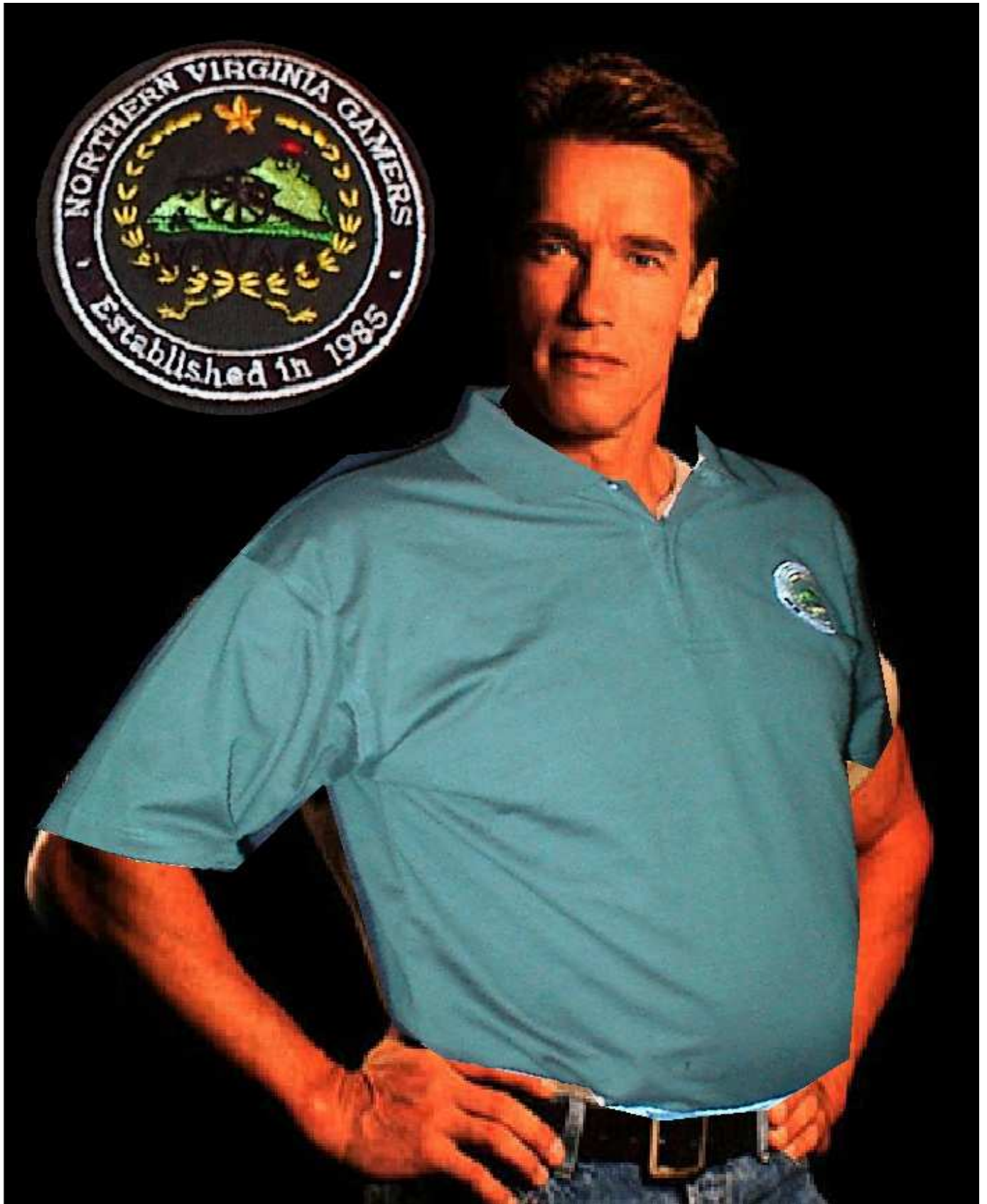
by Brian DeWitt

You may see NOVAG club members walking around at the next convention with our new club Polo shirt. They were made by Queensboro Shirt Company who are catering to small organizations. They will embroider a club or organization's Logo on each Polo shirt for no extra cost as long as you order at least 4 shirts. From our first order I still have shirts in Large and XXL sizes for \$15 if anyone out there missed out and still wants a NOVAG shirt (example on page 4).

The 2nd Friday of each month is Might of Arms night at the Game Parlor/Chantilly and it has become very popular as we often have 12-14 players. We are expanding to having 2 games each month to accommodate more players. So come join us for the Friday of the month for an enjoyable evening of pushing 15mm troops around with the gang.



OUR NEW SHIRT AND EMBLEM





GAME DAY Jan 07

by Tim Tilson

Convention Report

Pictures by Robert DiStasio

There were around 13 games and three games played. The \$3 cover charge raised enough money for us to give away 2 \$20 TGP gift certificates.



Bavarian's defending a town

On table one, Charles Torok and Alan Mereal ran the battle of Kolotcha. This was a divisional level Napoleonic era game featuring an allied (Russian/Swedish) attack on a Franco-Bavarian force. Tim Colburn and Alan fought valiantly as the Franco-Bavairans but were not able to stop the allies consisting of Jay Mischo, Tony Jacobi and RobertDiStasio.



Bavarian setup



Russians on the attack

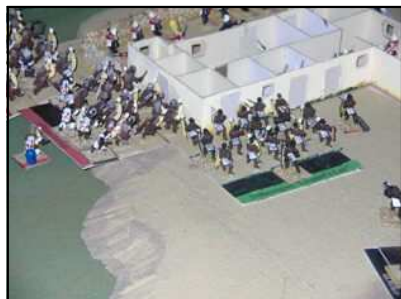


Great looking terrain



Cavalry Charge

On table two, Roxanne Patton ran the ever popular Rourke's Drift. Shawn Izenson, myself and Peter Schweighofer were the valiant Welsh fusiliers. While Roxanne and Greg Baker were the brave Zulus. After a number of hours the game was called as a draw.



Zulu's attacking the farm house



Zulu's hitting the wall

On the final table. Greg Lyles ran Sid Bou Zin, a WWII desert tank battle. JT played the Germans and Dave Berzel commanded the American forces. After a long, hard fight at close range the Americans were declared the winner.



Tigers on the hunt



US artillery hitting back

Given the lateness of the day there were no second games. At the Spring Game Day, we will try to have some shorter smaller games up front so that players can get in two games in one day.





AREA GAMING CLUBS

Maryland

Army of Central Maryland Wargaming Club. POC Jim McWee, 8204 Black Diamond Ct, Pasadena, MD, 21122, phone (410) 439-1020, jmcwee1@cablespeed.com. Website: <http://www.geocities.com/aocmwc/>. Meetings are held in Glen Burnie.

Colonial Boys Club. POC Bob Giglio, 5732 Goldfinch Ct, Ellicott City, MD 21043, phone (410) 465-7688, ECWCaptain@AOL.Com. Meets one or two Saturdays a month using *Soldier's Companion* rules.

Delmarva Legion of Historical Gamers. POC Den Leventhal, phone (410) 810-2521, leventhal@md.net, 143 Charnor Manor Blvd, Chestertown, MD 21620-2407. Wargamer's on Maryland's Middle & Upper Eastern Shore.

Harford Area Weekly Kriegspielers (HAWKS). POC Geoff Graff, 4027 Old Federal Hill Road, Jarrettsville, MD 21084, phone (410) 557-2456, ggraft7@verizon.net and web site <http://mysite.verizon.net/vzeqnmab>

Monocacy Association of Historical Gamers. POC Ken Carter, 501 Second Ave, Brunswick, MD 21716, phone (301) 834-6516.

Potomac Wargamers. Meets second Saturday of every month, various locations in Washington DC area. POC Club President, Fred Haub, phone (202) 267-1448, fhaub@comdt.uscg.mil.

Silver Spring Civic Guard. POC Ed Mueller 602 Lanark Way, Silver Spring, MD 20901, Phone at work (703) 907-2621, edmuel@hotmail.com and current Website at <http://games.groups.yahoo.com/group/civicguard/>. Meetings in Silver Spring, MD and as arranged between members.

Southern Maryland Partizans. Meets at 2904 Crewsview Ct. Waldorf, MD 20603. Website <http://www.smpartizans.com>. POC Andy Turlington, 122 Circle Avenue Indian Head, MD 20640, (301) 885-2820, Email: andrewturlington@hotmail.com.

Warparty on the Monocacy. POC Marcus Jurado, 10303 Stirrup Ct. New Market, MD 21774, phone (301) 865-6986, dedonta@hotmail.com. Meets monthly for FPW, ACW, etc.

Virginia

Battle Barn Gamers. Williamsburg area gamers. Points of Contact: Hugh Way hway@widomaker.com or Rich Villella rvillella@widomaker.com. Meet every other Saturday night. Check the Battle Barn web site for listing of games and times. Website <http://www.freewebs.com/battlebarn/>.

DC Conscripts. <http://www.deconscripts.org/> Local ASL gaming group. Very Active.

Dulles Wargaming Club. The point of contact is Ben Lacy, 43326 Butterfield Ct. Ashburn, VA 20147, phone 703-282-9208 or blacy@adelphia.net. We specialize in 20th Century Historical Skirmishes (WWII) in 15-54mm.

Wellington Wargamers. POC Andrew Birtle, 1908 Jamestown Rd, Alexandria, VA 22308, ph (703) 765-3726.

Warrenton Area Game Club. The Warrenton Area Game Club is a group of adults and families that enjoy miniature gaming, role-playing and board gaming. We are always looking for new members in our area that enjoy these same activities. The members game at private residences in the Warrenton (Fauquier County) area and at local game and hobby shops. Anyone interested in participating or desiring more information can contact us at our Yahoo groups site at: http://games.groups.yahoo.com/group/Warrenton_Area_Game_Club/

NOVAG at The Game Parlor. POC is Tim Tilson hmslydia@msn.com. Meets Friday nights at the Game Parlor in at 13936 Metrotech Drive in Chantilly. Start time is 7:00 p.m. Historical miniatures.

Winchester Table Top Gamers. POC is Dave Luff dluff20164@yahoo.com. Contact him or check out their yahoo group at <http://gamers.group.yahoo.com/group/WTTG>.





HAVOC XXIII



*Looking for Trouble in the Fields of France**

Havoc is the premiere miniatures convention of the Northeast and has been running continuously for 22 years. Sponsored by BGBoston, Inc. ("Battle Group Boston"), Havoc XXIII will be held April 27-29, 2007 at Maironis Park, Shrewsbury MA.

Visit our web site at <http://havoc.battlegroupboston.org/>

*Scene from Tim Ballou's Hanta-Vento Game Havoc XXII March 2006



TOY SOLDIER & HOBBY SHOW

Convention



Heart of the South Toy Soldier Show / Annandale VFD Community Center, Annandale VA

Saturday February 24, 2007 Heart of the South Toy Soldier and Military Miniature Show & Sale Annandale VFD Community Center, Annandale VA Hours: 9:00am to 3:00pm Admission \$ 5.00 children under 10 free with adult. Contact: Bill Harlowe 804.448.1306 or Ed Gries 201-342-6475

HOBBY BUNKER

Store

We Incorporated Hobby Bunker, Inc. in 1997 and opened our doors to the public in 1998 in Boston, Massachusetts. We are now into our 7th year of business and we thank all of you who helped us grow into a successful venture! Our goal is to offer you the widest array of toy soldier and hobby products at the most competitive prices. If you cannot find what you're looking for we will try to locate the product(s) or help point you in the right direction. The owner, Matthew Murphy, has been around toy soldiers, model kits and gaming nearly his entire life. He has also been collecting toy soldiers, building models and dioramas as well trying his hand in wargames for many years. He has a great passion for toy soldiers and history and will be happy to help any one with there needs and requests.

We offer a wide range of products including:

Hand painted metal soldiers
Plastic toy soldiers in various scales
Unpainted kits that need to be assembled
model kits & accessories
Books and magazines
Wargames and miniatures
Role-playing and boardgames
Paints and hobby supplies
Collectables and much more!



We have over 6000 square feet of retail space open for shopping 7 days a week. We also offer nearly 2000 square feet of gaming tables available during business hours.

Our store hours are Monday through Friday 10 AM to 6PM, until 8PM on Thursdays, Saturdays 10AM to 6PM and Sunday from 12-5PM. We are here at other times by chance or by appointment.

The store is located at 33 Exchange Street in Malden Square and only three blocks from Malden Station on the Orange Line. We are just a short distance from Logan Airport and downtown Boston.

DBA JUST-FOR-FUN EVENT

Special Event

"It's all Greek to me!" otherwise known as: The Peloponnesian Wars. John Priper & Nora Palmer are hosting this DBA Just-for-Fun event. Armies are Sparta vs Athens, (and any of their Allies). Space is limited to 24 Players, so Pre-registration is a MUST! And spaces will go fast.... Call Nora at 703-803-3114. This event is scheduled for March 3, 2007, from 10am—6pm at the Game Parlor in Chantilly, VA. Fee is only \$7 and includes lunch! See you there!



TWO WEEKEND TRIPS

by Tim Tilson

Report

One of the pleasures of living in the Washington area is visiting the wonderful museums and traveling exhibits. Well we again are fortunate in that respect.

The United State Marine Corps Museum opened in November 2006 just outside Quantico. It is well worth the trip down I-95 past Potomac Mills Mall. The museum is not quite done yet. It has five main exhibit areas; making a Marine, a chronological history hall, and major exhibits on WWII, Korea and Vietnam. There are a large number of interactive displays and models. This is the wave of the future in museums and the Marine are out front here. You can stand in a booth and get yelled at like “boots” do immediately after they get off the bus at Basic Training. You can “ride” in a WWII LST on its way into the beach. Or you can ride aboard a helicopter into Khe Sahn.

The exhibit on making a Marine covers basic training. It is pretty extensive and has an interesting inter active leadership reaction course where you the visitor can select the method to accomplish the goal.

The WWII exhibit is very inclusive and exhaustive. As mentioned above there is a simulated LST ride. One of the more interesting items is the 2nd flag raised on Mount Suribachi and featured so prominently in the recent movie Flags of our Fathers.

The Korea exhibit is equally good. There is a great life sized diorama of the fighting at the Chosin reservoir. Interestingly the name Chosin reservoir is the Japanese name. In deference to Korea sensibilities, the museum signage also gives the correct Korean name.

The Vietnam portion has two full sized exhibits. One covers clearing villages and the problems with tunnels. The other puts you into Khe Sahn. A friend of mine is a USMC Khe Sahn veteran. He says it is “spot on”.

The chronological hall also has interesting tidbits. For example Marines were part of Washington’s forces at Trenton. In 1929 the Marines had a balloon detachment. (There has to be a gaming scenario in that somehow!!) Also in the hall is a life sized “fighting top” from the American Revolution placed about 10 feet in the air. And for those Boxer Rebellion fans, they have a tableau of Sergeant Dan Daily winning the Congressional Medal of Honor on the walls at Peking, which are about 15 feet tall.

Overall a great museum. In a few years they should finish and open up galleries dealing with everything from the shores of Tripoli to the Devil Dogs of the Argonne in WWI. As an army vet, I hope our museum in a few years is as good.

Meanwhile; down town the Rippley Center on the Mall has a great exhibit on the French and Indian Wars. It is sponsored by the Heinz foundation of Pittsburgh, which is quite natural, given that the war started over control of the forks of the Ohio River there.

The exhibition aims to show the war from three perspectives: English, French and Native American. Thus it starts with a look at the various colonies and Indian nations. This covers how they are organized their economies etc. It then progresses to the causes of the war and the initial battles. Here they cover Washington and his role at Fort necessity very well. If you are unfamiliar his early career it will be quite interesting. The exhibit continues on thru the war and covers Pontiac's Rebellion against the British. It ends with a panel discussing how President Washington ended the Whiskey Rebellion in the same part of Pennsylvania 40 years later.

There were a number of interesting weapons, hatchets, clothing (normally gorgets) and medallions. Interesting enough they also had one of the lead plates the French buried along the Ohio to stake their claim to the country. There are 6mm museum quality dioramas of Fort Duquense and Braddock’s defeat.

The show attempts to portray the other theaters of the war with brief panel on Africa, India, and the Caribbean. However they have next to nothing on European battlefields. Frederick the Great isn’t even mentioned much less the Duke of Brunswick. And surprisingly there is next to nothing on the battle on the Plains of Abraham. Quite possibly it just “hurt too much” as this was a joint exhibit with Canada and the panels are in both French and English.

Well worth a ride downtown on the METRO. Use the Smithsonian stop. But you have to hurry. It is only a temporary exhibit and will close march 15th. It then moves to a permanent show in Pittsburgh.





In a perfect world,
wars are fought
with miniatures,
arguments are settled
with dice,
and life
is all of that stuff you do
when you're not gaming.

The world is **not** perfect.
Play nice.

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READING,
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ROLEPLAYING

SQUARE
ONE



BATTLE REPORT: THE BATTLE OF KOLOTSCHA 1813 - NOVAG GAMEDAY at the Game Parlor in Woodbridge, VA (20 January 2007)

by LTC Charlie Torok

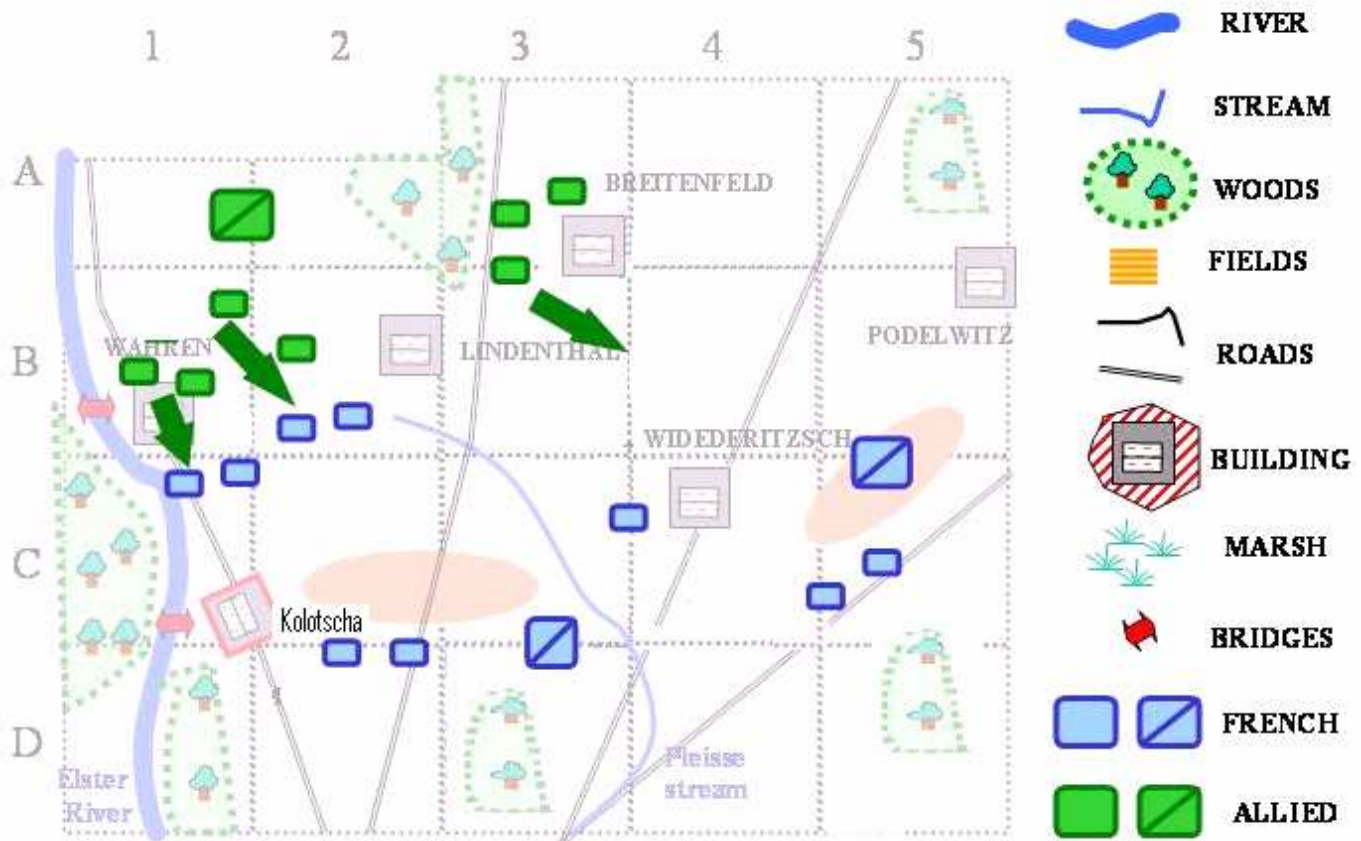
Scenario

Battle of Kolotscha 1813

A combined Russian / Swedish army catches the French rear guard near the village of Kolotscha following the battle of Leipzig 1813. Marshal Ney is ordered to hold Kolotscha at all costs in order to allow Napoleon and the rest of the army escape back to the Rhine River.

Four Russian / Swede commanders (each controlling a division with one player assuming the role of Army commander) vs three French and French allied commanders (each controlling a division with one assuming the role as Corps commander).

Rules are home grown; figures are Old Glory 15mm. Rules will be taught, easy to learn and provide for fast play.



Battle Map:





Orders of Battle

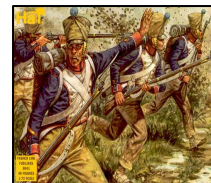
Battle Report: The battle of Kolotscha 1813

French and French allies:

III Corps *Marshall Ney +2*

Corps Artillery

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
3/7th Co a Pied (Heavy Battery)	8 guns	6	2	Crack Class
14/7th Co a Pied (Heavy Battery)	8 guns	6	2	Crack Class



Light Cavalry Brigade *General de Division Lasalle +1 (1,200 men – 6 guns)*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
4th Hussar Regiment	8	5	5	
6th Cheveau-Legere Lancer Regiment	8	6	5	
1st Bavarian Chevetauxer Regiment	8	7	5	
1/5th Co a Cheval (Horse Battery)	6 guns	6	2	Grenadier Class

1st (French) Division *General de Division Morand +1 (7,200 men – 8 guns)*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
24th Regt d' Infanterie de Legere Regiment	36	6	3	
124th Regt d' Infanterie de Ligne Regiment	36	7	3	
84th Regt d' Infanterie de Ligne Regiment	36	7	3	
72nd Regt d' Infanterie de Ligne Regiment	36	7	3	
15/7th Co a Pied (Medium Battery)	8 guns	6	2	Crack Class

3rd (Bavarian) Division *Generallieutenant von Wrede +0 (8,400 men – 12 guns)*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire Class</u>
1 st Bavarian Rifle Brigade	24	6	2	+1 Fire
1 st Bavarian Line Regiment	24	8	3	
2 nd Bavarian Line Regiment	24	8	3	
3 rd Bavarian Line Regiment	24	8	3	
4 th Bavarian Line Regiment	24	8	3	
5 th Bavarian Line Regiment	24	8	3	
6 th Bavarian Line Regiment	24	8	3	
1 st Fussbatterie (Medium Battery)	6 guns	7	2	Line Class
2 nd Fussbatterie (Medium Battery)	6 guns	7	2	Line Class



Reserve

2nd (French) Division *General de Division Friant +1 (7,200 men – 8 guns)*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
11 th Regt d' Infanterie de Legere Regiment	36	6	3	
92 nd Regt d' Infanterie de Ligne Regiment	36	7	3	
9 th Regt d' Infanterie de Ligne Regiment	36	7	3	
84 th Regt d' Infanterie de Ligne Regiment	36	7	3	
2/7 th Co a Pied (Medium Battery)	8 guns	6	2	Crack Class





Order of Battle

Battle Report: The battle of Kolotscha 1813

Russian and Sweden:

I Corps **Prince Gurialov +1**

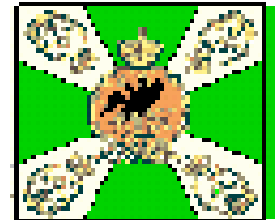
10th Brigade **General Tachov +1 (1,800 men – 12 guns)**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
Akhtyrsk Hussar Regiment	12	5	5	
Alexandria Hussar Regiment	12	5	5	
Siberian Uhlan Regiment	12	5	5	
Horse Battery #8	12 guns	6	3	Crack Class



1st Division **General Vasil'chikov +0 (4,800 men – 24 guns)**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
11th Jager Regiment	16	7	3	
36th Jager Regiment	16	7	3	
Narva Musketeer Regiment	16	7	3	-1 fire
Ingerman Musketeer Regiment	16	7	3	-1 fire
Smolensk Musketeer Regiment	16	7	3	-1 fire
Alexopol Musketeer Regiment	16	7	3	-1 fire
Position Battery #12	12 guns	6	2	Line class
Light Battery #23	12 guns	6	2	Line class



9th Division **General Major Lindorf +0 (6,400 men – 24 guns)**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
18th Jager Regiment	16	7	3	
3rd Jager Regiment	16	7	3	
Azov Musketeer Regiment	24	7	3	-1 fire
Podolsk Musketeer Regiment	24	7	3	-1 fire
Wilna Musketeer Regiment	24	7	3	-1 fire
Sofia Musketeer Regiment	24	7	3	-1 fire
Position Battery #1	12 guns	6	2	Line class
Light Battery #20	12 guns	6	2	Line class

1st Swedish Division - **GL Skjöldebrand +1 (7,700 men – 12 guns)**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
Lifeguard Infantry Reg. (2 btn.)	24	5	4	+1
Life Grenadier Reg. (2 btns.)	24	6	4	+1
Upland' Infantry Reg. (2 btns)	24	7	3	
Sondermanland' Infantry Reg. (3 btns.)	24	7	3	
North Schonen' Infantry Reg. (1 btn.)	24	7	3	
1 st Foot Battery	6 guns	7	2	Line
2 nd Foot Battery	6 guns	7	2	Line

1st Grenadier Division **General Ouvarov +1 (4,800 men – 24 guns)**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>	<u>Fire class</u>
Arakcheyez Grenadier Regiment	16	5	4	+1 fire
Kiev Grenadier Regiment	16	5	4	+1 fire
Moscow Grenadier Regiment	16	5	4	+1 fire
Astrakhan Grenadier Regiment	16	5	4	+1 fire
Fangoria Grenadier Regiment	16	5	4	+1 fire
Siberia Grenadier Regiment	16	5	4	+1 fire
Position Battery #23	12 guns	6	3	Line class
Light Battery #32	12 guns	6	3	Line class

Reserve





Special Rules

Battle Report: The battle of Kolotscha 1813

French Reserve enters at A, B, Allies enter at C, D, E

Allies turn 2 @ 10% (+15% per turn)
French turn 3 @ 10% (+10% per turn).

A = 1 - 50%
B = 51 - 80%

C = 1 - 33%
D = 34 - 66%
E = 67 - 100%

Attrition Rules:

Each division has a % chance that one unit will not arrive
With the division when it enters the board. Roll according to
The below chart:

1-25% First unit in the Div does not arrive
26-50% Second unit does not arrive
51-75% Third unit (artillery battery) does not arrive
76% + All units arrive

Game Recap:

Victory conditions:

5pts Kolotscha
4pts Wiederritzsch
3pts Podelwitz
2pts Wahren
2pts Lindenthal
2pts Brettenfeld

Each unit eliminated from play = 1 pt

Note: -1 pt for each French hold of villages



The French and Bavarians established a forward defense with the Bavarians anchored on the towns of Wahren and Lindenthal, their left flank protected by the Elster River and their right by the woods in front of Lindenthal.

Photo 1: Bavarian Defense centered on Wahren (foreground) and Lindenthal (background).

The French established a defensive line between Breitenfeld and Podelwitz.



Photo 2: French troops in front of Wiederritzsch

The Corps troops (Heavy artillery and Cavalry Brigade) established themselves on the dominating hill situated to the right of Lindenthal.





Photo 3: French commander Alan Mear surveys the setup.

The battle opened with the Russians entering the board on turn 1 and assaulting the Bavarian line. The 1st and 9th Russian infantry divisions and the 10th cavalry brigade tried to seize the villages of Wahren and Lindenthal. The Bavarian defense held suffering a murderous artillery barrage and infantry assaults.

Marshal Ney rushed to the scene at the critical hour (turn 5) and provided the needed morale boost to bolster the Bavarians defending Wahren. At this point General de Division Lasalle launched the 4th Hussar Regiment at the Russian batteries bombarding the Bavarians. The Russian Hussars fell back and the

French Hussars engaged the Russian artillery. The gunners abandoned their artillery pieces to the French light cavalry giving the Bavarians a brief respite from the cannonade.

Photo 4: Russian commander leads the assault.



The Swedish division entered the table

at "E" on turn 3 and began to immediately push back the French division. On turn 4 the Russian Grenadier division reserve entered the table at point D and began assaulting the thin French line.



Photo 5: The French defense was beginning to crumble by turn 7, three of four French regiments were in full retreat or pushed back and the divisional medium battery had been lost.

Photo 6: Commanders (Tony Jacoby and Brian with Jay in the background) check the rules for one more advantage! The French and Bavarian line begins to crack.

Marshal Ney continued to rally the Bavarians but by turn 8 it was getting desperate. On turn 9 the 2nd French Division arrived at point "A" to avoid a major French defeat. Ney was able to pull his Corps and fall back. The Russians and Swedes were happy to win the day and hold the field.

Losses on both sides were heavy, both the 1st French division and 3rd Bavarian division suffered 35% losses. The Corps lost a total of 5,450 men and 14 guns.

Allied losses were slightly less at 4,725 men and 12 guns.

GameMaster Note: This turned out to be a good / fun game. All players were familiar with Napoleonic gaming but the rules were new. We were able to complete 8 turns of the 12 planned. The first turn began around 11:30 and the final turn ended around 4:00. All participants enjoyed the game!





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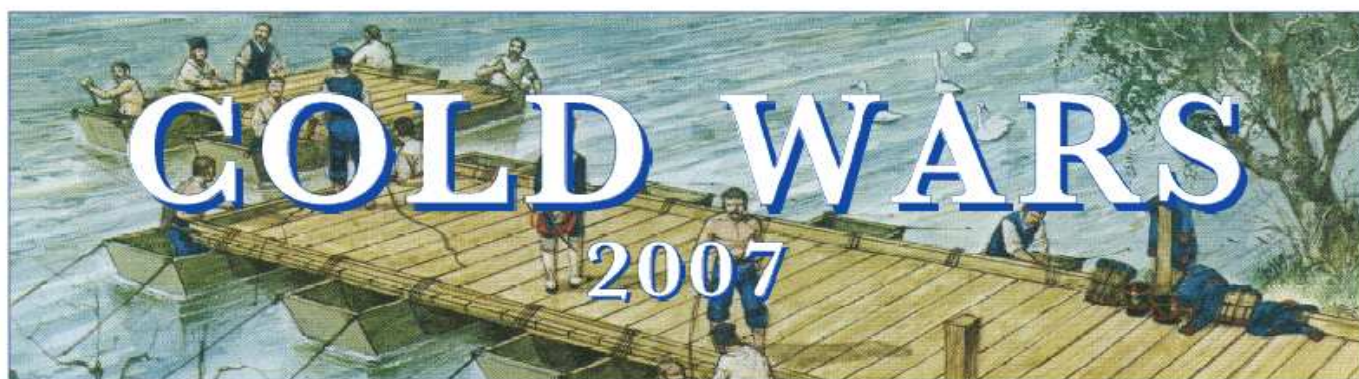
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BATTLE FOR JUTLAND

Fistful of TOWS 2 Scenario

by Pat Callahan

Prologue

August 23, 1988

In an attempt to draw NATO reserves and airpower away from their landings on Zealand, at the Dawn of August 23, the Soviet 37th Guards Motor Rifle division, the lead element of the 6th Combined Arms Army, launched an attack on the West flank of NATO's lines on the Jutland peninsula. Initial progress was good – the division's BMP regiment, backed by the DAG and RAG disordered several British territorial battalions, opening the door for the division's regiment of T-72 tanks to move through the gap.

NATO had been ready for such a move. The 2nd Marine Division, in rested and in reserve since its withdrawal from Norway on day 10, was available for commitment. Elements of the division were sitting 40 miles offshore, preparing for a potential counterstroke on the west coast of Jutland. As it became clear that local reserves would not be able to stop the fresh Soviet division, CinCNORTHAG decided to commit his floating reserves.

The 6th Marine Regiment came ashore west of Hojer, north of the canal. Their landing was screened by remaining elements of the UK Territorials. Their objective – drive towards Rudbol, seizing the major bridge over the canal.

This scenario covers the initial contact, as the Marine 2nd LI Bn and the 1/6th Marines make contact with the 2nd BTR regiment as it deploys after coming across the bridge.

Scenario Map

Khaki square indicates actual battle area

Yellow line is Danish/German border

Light blue is direction of Marine thrust

The two parallel blue lines represent the bridge over the canal in the town of Rudbol.

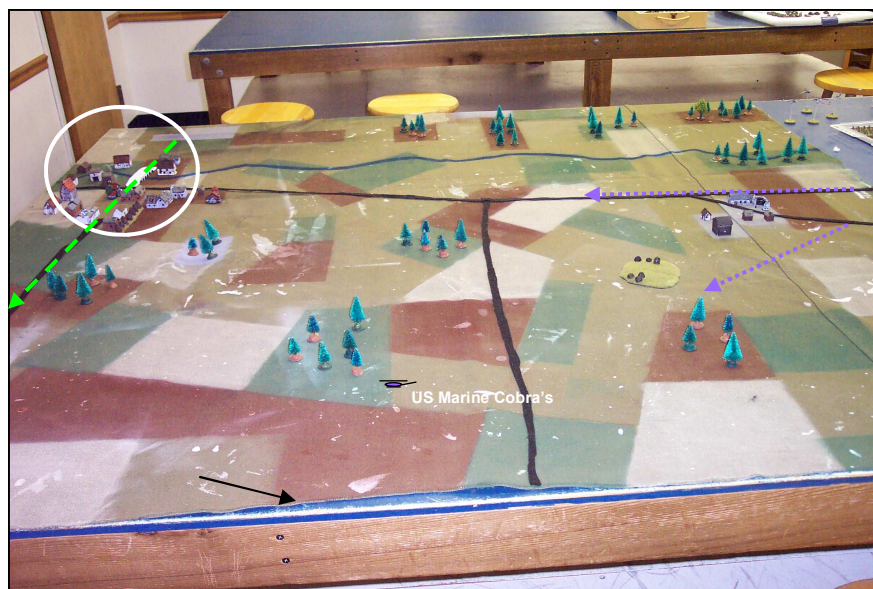
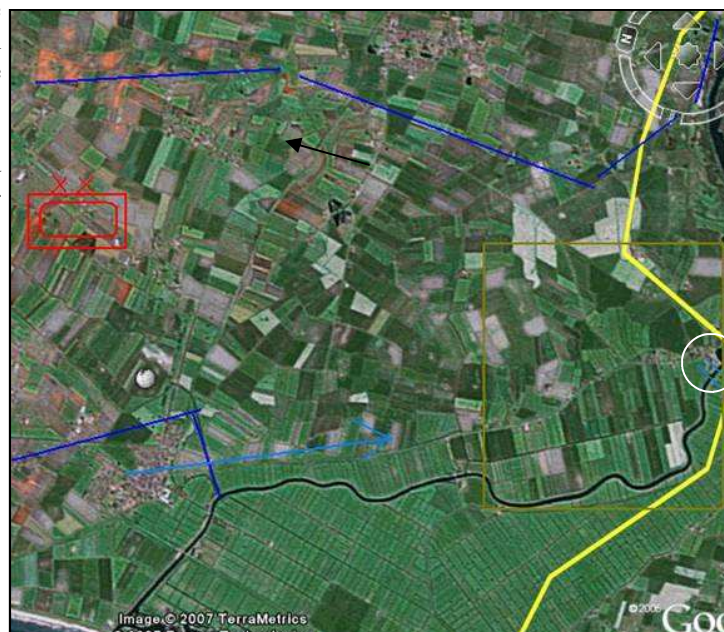


= Town of Rudbol

→ = North

—▶ = Soviet advance

.....▶ = US Marine advance





BATTLE FOR JUTLAND

Fistful of TOWS 2 Scenario

SOVIET BRIEFING

Warsaw Pact Objective:

Hold both sides of the bridge at Rudbol. Keep the road west (until the junction) and north of the town clear of NATO forces.

Warsaw Pact Units

Initial

All deploy anywhere within 12 inches of Rudbol

Elements, Divisional AT Bn

2 T-12 100mm AT guns, 2 prime movers
3 BRDM-2/AT-3C

Elements, Division Headquarters

3 Rifle stands

Divisional Supply Column (includes Tank Regt supply column)

Set up south of canal
6 Gaz-66
6 URAL-375
3 URAL-375 fuelers
2 BRDM-2, 1 SA-9 (attached elements)

Elements, Divisional AA Bn

1 SA-6

1st Battalion, Divisional Artillery Group

3 2S3 Gvozdika SP 152mm guns

Artillery Battalion, 1st BTR Regiment

Set up at road junction west of Rodbul
3 2S1 SP 122mm guns

Enter south eastern map edge, turn 1

1st Bn, 2nd BTR Regiment

Tank Bn, BTR Regiment (T-72)

Enter north map edge via road, turn 2

BTR Regt Recon Co

Enter south eastern map edge, turn 2

2nd Bn, 2nd BTR Regiment

Enter south eastern map edge, turn 3

3rd Bn, 2nd BTR Regiment

Enter south eastern map edge, turn 4

AT Co: 2 BRDM-3 AT-3C

Available off-board from turn 1:

Army Artillery: 2 batteries of 130mm M-46 guns

Available off-board from turn 3:

Artillery Bn, 2nd BTR Regiment: 3 2S1 122mm SP

NATO BRIEFING

Begin On Map

Elements, HMA(L)-269: 2 AH-1T Sea Cobras

Enter Turn 1, along southwest edge of map

2nd Light Armored Infantry Regiment

HQ: 1 LAV-C

Mortar Battery: 2 LAV-M

Scout Section: 2 LAV-25 (may act as FO)

AT Section: 4 LAV-AT

3 Companies, each: 3 LAV-25

Enter Turn 2, along southwest edge of map

1/6th Marine Regiment

HQ: 1 Command Stand, 1 HMMM WV, 1 FO HMMM WV

3 Companies, each: 2 LVTP-7, 3 Rifle stands, 2 Dragon stands (attached)

Mortar Battery: 2 81mm mortar stands, 1 LVTP7

Support Elements: 2 HMMM WV w/HMG, 2 HMMM WV w/Mk19 AGL

Note: Support elements may dismount to become Mk19 AGL stand or HMG stand

Attached:

B Co, 8th Marine Tank Battalion: 3 M60A3 TTS

Section, AT Plt, 8th Marine Tank Battalion: 3 HMMM WV
TOW

Available Turn 3 or Later

1 A-7 Corsair w/ cluster bombs

1 A-4 w/cluster bombs

Epilogue; August 23

Turn 1

Moving rapidly down the road paralleling the canal, lead elements of the 2nd Light Armored Infantry battalion stumbled upon a Soviet divisional 122mm 2S1 battalion, deployed on the edge of a woodlot just north of the road. Alerted earlier to the Marine presence, the heavy guns had been redeployed to cover the road, and opened fire on the leading LAV's at about 1200 meters. However, there had been no time (or spare ammo!) to practice direct fire procedures during the run up to the war, and accuracy consequently suffered. The LAV's escaped unscathed and their return fire was devastating – the entire 2S3 battalion was wiped out in under 2 minutes.





BATTLE FOR JUTLAND

Fistful of TOWS 2 Scenario

Elsewhere, Cobras of HML(A)-269 maneuvered around the north edge of the map, seeking to interdict the north-bound road. One section spotted a battery of SA-6 Grumbles deployed to defend the divisional HQ and the road hub, and took it out with ATGMs.

During the Soviet turn, the divisional supply convoy headed north on the road, followed closely behind by the 1st BTR battalion, which began to cross the bridge in Rudbol.

Turn 2

Elements of the LAV battalion continued to advance down the road on the town, with one company moving to the north from the woodline, engaging and routing a BRDM/AT-3 in an exchange of fire. The 1st/2nd Marines, escorted by a company of M60s, entered on the west edge of the map, about 500 meters north of the east-west road.

The Soviet Divisional commander, taking advantage of divisional and front artillery assets, dropped a massive barrage across the road. While generally ineffective, the fire from the divisional MRL battalion and two batteries of long-range 130mm guns succeeded in routing a pair of LAV-AT platoons.

A marine 203mm battery, waiting in reserve, immediately fired a counter battery mission against the 130mm guns, but was unable to disrupt them.

During the Soviet movement phase, the remnants of the divisional Recon platoon entered on the north edge of the map, just behind the Marine AH-1s. With the Cobras focused on the road, autocannon fire from the BMP-2s succeeded in eliminating one of the Cobra sections and driving off the other.

Elsewhere, the vital supply convoy slowly moved up the road and the tank battalion maneuvered west along the southern edge of the map board.

Turn 3

The majority of the Marine LAVs continued to move down the road, and were engaged by the divisional AT screen deployed in the village. A battery of T-12 100mm AT guns accounted for one LAV-25 platoon, while a BRDM/AT-3 took out another. Marine counter fire succeeded in routing a BRDM/AT-3 and the radar track for the SA-6, but the two batteries of T-12, heavily entrenched in the stone buildings of the village, miraculously survived.

Incoming Soviet artillery continued to pound the main road used by the LAVs, routing both of the battalions LAV-Ms. Counter-fire from the 203mm battery succeeded in routing one of the 130mm batteries.

At the end of the fire phase, the remaining LAV-25 platoon of the first company failed its morale check and exited the battle.

During the Soviet movement phase, the T-72 battalion moved up to a treeline along the southern edge of the canal, positioning itself to take the road under flanking fire.

At this point, Marine air power arrived to bomb the convoy. An SA-9 escorting the convoy drove off a flight of A-4s, while a flight of A-7s dropped their ordnance in the middle of the convoy. However, dodging and weaving the blast, the heavily-loaded ordnance trucks managed to escape reasonably unscathed.

Turn 4

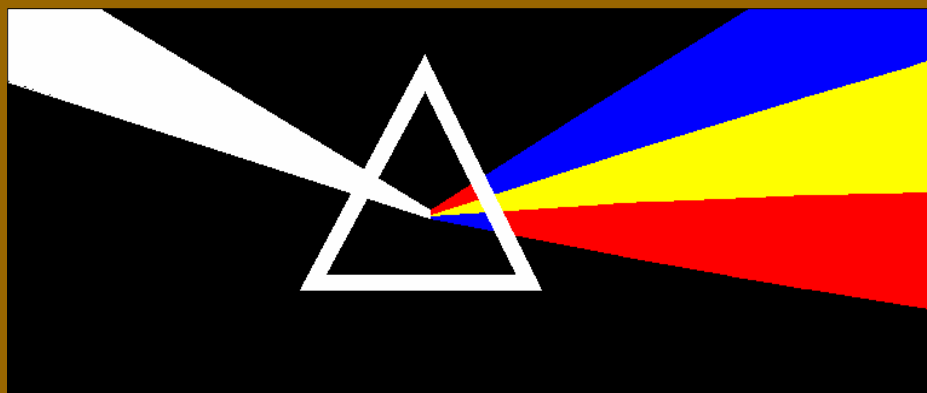
The Marine task force organized around the 1/2nd Marines continued to move east, coming into contact with the elements of the Soviet recon company. Soviet opportunity fire succeeded in routing a scouting HMMWV. In the south, the LAV battalion's remnants began to take cover in the trees north of the road, but not before the T-72 battalion was able to knock off one of their number.

As the T-72s began to move to the southern edge of the canal, they engaged the two LAV-ATs remaining near the road. Despite the apparently one-sided nature of the contest, the LAVs managed to knock off one of the T-72s and routed another, while losing none of their vehicles.

During the Soviet turn, the last elements of the convoy exited the north edge of the map.

Final The scenario ended with the Marine player in control of the woods to the west of the town of Rudbol, but coming under increasing pressure from 2 BTR battalions deploying out of the town. On the northern half of the map, the 1/2nd Marines, with its supporting units and the remaining AH-1, prepared to deploy and drive the Recon company out of the woods to the east. However, the successful exit of the convoy assured that the Marines of the 2nd Regiment would soon be facing much of the 37th GMRD in a counterattack.





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NEW TOYS FOR VALENTINE'S DAY

by Michael Koznarsky

Yes, it's that time again, when we look to get our sweethearts flowers, candies and dainty things. Unfortunately, those are not the sort of things we, as wargamers, like to get as gifts. As my wife once wrote, nothing says "I love you" more to a gamer than a book about WWII, some paint or lead miniatures. Here are some suggestions for Valentine's Day...

Japanese Special Naval Landing Forces

Osprey Publishing, MAA 432

With two recent movies about the fighting in the Pacific during WWII ("Flags of Our Fathers" & "Letters from Iwo Jima") interest in this theatre may be increased. One of the newer books available from Osprey, this book follows the general layout of all MAA books. It is 48 pages long, has over 40 black and white photos and has eight color plates showing off the uniforms of the Special Naval Landing Forces. Where this is a departure from the past is the inclusion of color photos of the uniforms, equipment and badges. There are over 20 color photos on six plates with both front and back and close up photos of the equipment used by these forces. With the decreased cost of color printing, there appears to be a trend to include color photos when available. I believe the first Osprey I saw that had a significant number of color photos was the Mau-Mau Warrior, Warrior 108 at Historicon 2006.

The book describes, in depth, the types of clothes the SNLF wore – there are seven pages describing the many different types of headgear worn! There are sections that describe officer and enlisted/petty officer uniforms, field equipment, weapons and rating patches/insignia. There is a beautiful full page color photo of the latter. The text also describes the units and the combat they saw from 1932 until the "last real sting inflicted" by SNLF in the Tarawa Campaign, 20-23 November 1943.

This book is not only for those with lots of standard Imperial Japanese Army and Navy figures who want to paint something different. The information and photos included make this book a great one to have if you are interested in Pacific Island fighting and the Japanese forces. I used the writing on a flag from one of the photos as the basis for a converted IJA figure of my own!

<http://www.ospreypublishing.com>

Tachanka (Taczanka) by Eureka Miniatures

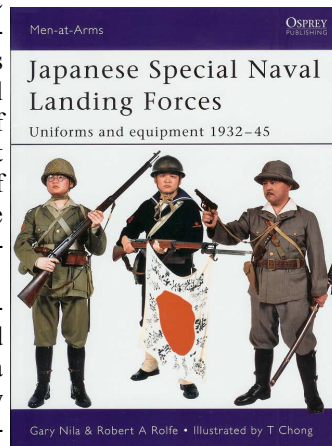
Eureka Miniatures out of Australia produce a variety of items from 2 to 28mm historicals to Fighting Frogs and Office Furniture. Needless to say, they make lots of unique things and one of the coolest is a 28mm Russian Tachanka (the Anglicized version of the more correct Taczanka – the "cz" is pronounced "ch" like "church".) No self respecting Russian Civil War army or Polish Army of the period would be without one of these babies.

Fast, mobile and able to deliver high firepower on the battlefield, the Taczanka was a very simple yet successful design in an era when higher tech items were just not good options. In fact, the Polish Army used these from the time they kicked the Bolshevik's butts in the early 1920s up until WWII. Drawn from 2-4 horses, the Maxim mounted on wagon provided a cheap alternative to armored cars.

That this model comes in several pieces should not put you off – it is surprisingly simple to put together. There is very little flash especially around the wheels – I hate the prospect of trimming flash from so many spoked wheels but this model was so clean that very little work was needed. The front wheel and suspension was easy to put together as there are small pins and holes for that purpose; putting the back suspension on the wagon is made easier by using small lines already etched into the bottom of the wagon as guides. The thin pieces for protection above the wheels on each side needs to go just above the wheels but not interfering with entry/exit from the wagon; a small lip in the center assists with symmetric placement. Each taczanka comes with three horses, a Maxim MG, two crewmen and a driver. The figures are cast of white metal and very clean with little flash to remove. The three horses (27mm to the eyes) are cast in very aggressive poses to give the model a dashing look, like the wagon is hell bent to get to the thickest part of the fight! There are three men per team – one driving the horses, one firing the Maxim and the other loading the MG (a separate ammo box with a belt of bullets is included for the loader). Each of the figures fits very nicely into his place on the wagon; it is easy to see that this model has been very well designed. Finally, there is a choice between a crew with caps, suitable for Poles or Whites or wearing shelmis, the pointy topped caps typical of the Red Army. The leather gear (reins, etc) needs to be added by you with whatever material you like.

The Taczanka model is very nice looking and not really difficult to construct. The figures are clean and fit very well into the model without the need for modifications. The Taczanka is an excellent piece and the finished model looks very sharp on the gaming table mixing well with Old Glory and Copplestone figures. Do not plan to take your post-WWI Eastern European army anywhere without one – or two!

<http://eurekaminusa.com> <http://www.eurekamin.com.au>





NEW TOYS FOR VALENTINE'S DAY

by Michael Koznarsky

Russian Civil War Books

A. Deryabin (translated)

Gauntlet International

These books, now permanently out of print in Russia, have been translated by Tom Hillman and are available through Gauntlet International. The books cover the Red, White, Nationalist and Interventionist armies that participated in the struggle for control of Russia following WWI. They have been repackaged into spiral bound paperback form and are, arguably, the last word on the subject of the Russian Civil War. Each is at least 46 pages long, with 8 color plates and many period black and white photos. The entire presentation is very similar to the Osprey series with one major departure – the text explaining the drawing is opposite the actual color plate for ease of reference.

The White book covers uniforms of the many “colorful” units of the period. There are descriptions of the units of named commanders (e.g. Kornilov, Alekseev, Markov, etc), shock units and cavalry units. The text also corrects and clarifies some errors found on plate E of the Osprey White book. There are frequent references to plates in Osprey MAA books and this makes for a more complete study of the period.

The Red book presents information about uniforms, arms and organization during the RCW 1917-22. It covers the Red Army, Navy and Air Forces and their transition from the start to the finish of the war. The uniform plates show humble beginnings wearing modified Czarist uniforms to the ones usually associated with the Red Army of the period.

Considerable Nationalist movements

began after the collapse of Czarist Russia and played a large role in the RCW. The book that discusses this describes armies and uniforms from such diverse areas such as the Baltic States, Byelorussia, Azerbaijan and Georgia. A large part of the book is devoted to the armies of the Ukraine, a complicated and involved subject. The book even describes Polish and Czechoslovak armies as they participated in the RCW.

A perhaps little known fact is the number of foreign countries that sent land troops to fight in Russia during the RCW. The intervention of the world's major powers at the time may be more well known but forces from Italy, Greece, Rumania, Japan, China and Poland, to name a few, also sent soldiers to fight in this conflict (the newly re-born Polish state waged a war against the Bolsheviks, soundly defeating them in 1920!)

These books are a definite must for anyone who is interested in wargaming this period. The books offer a very complete study reference for the RCW. When combining the AST books with the Osprey books, the wargamer will have an outstanding painting reference for this turbulent and interesting period.

Two new books from the AST series are available, as well: White Armies of Northwest Russia and The White Army of North Russia. Many more books (and a brand new section devoted to printable RCW flags!) about this period can be found at:

<http://www.gauntletinternational.com>



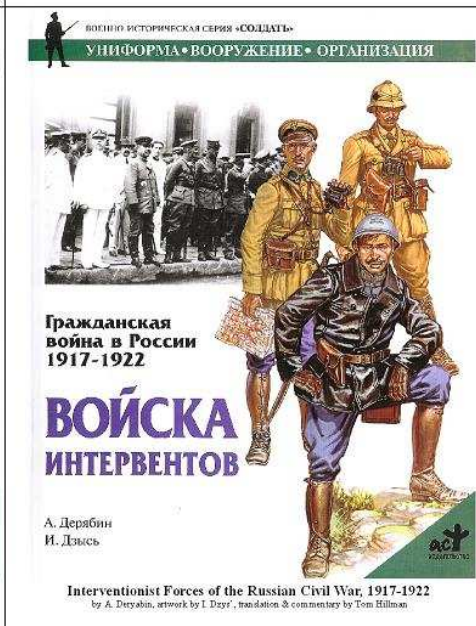
White Armies of the Russian Civil War, 1917-1922
by A. Deryabin, artwork by R. Palacios-Fernandez, translation & commentary by Tom Hillman



Nationalist Armies of the Russian Civil War, 1917-1922
by A. Deryabin, artwork by R. Palacios-Fernandez, translation & commentary by Tom Hillman



Red Army of the Russian Civil War, 1917-1922
by A. Deryabin, artwork by R. Palacios-Fernandez, translation & commentary by Tom Hillman



Interventionist Forces of the Russian Civil War, 1917-1922
by A. Deryabin, artwork by I. Dzvez', translation & commentary by Tom Hillman





NEW TOYS FOR VALENTINE'S DAY

by Michael Koznarsky

Hour of Glory

Warm Acre

In this game – a combination of board game and 25/28mm miniatures – you simulate the infiltration of a German bunker stronghold by up to three Allied agents. The game is designed for up to four players, takes about an hour to play and has endless replay possibilities. The basic game comes with everything needed to play: beautifully illustrated Allied and German soldiers and player aids printed on solid card stock, dice, plastic supports for the soldiers and doors, nine thick panels representing the 10 rooms and a count-down timer. Everything is very professionally produced and beautifully illustrated/colored – the room panels give the impression of a dark, dank bunker/stronghold complex.

Tired of shoot-em-up games where you must kill everything in your path? If so, this is



the game for you – you can choose to be one of three Allied agents (British, American or Soviet) who must infiltrate a bunker stronghold and collect as much information as possible in one hour (hence the “Hour of Glory”!). The Allied object of the game is to slip past sentries to enter the rooms and collect the intelligence card found there. Special combinations score specific points similar to the army cards in Risk. The Allies can move in two modes: raiders (green base) or assaulter (red base). The raiders move more slowly,

are tougher to spot and take less time off the clock. Their primary weapons are stealth/silence and a knife. Assaulters move more quickly and can fire weapons but are much easier to spot and, worst of all, can cause minutes to fly off the clock! The German player must thwart the Allied efforts – he has a selection of immobile sentries guarding strategic spots in the stronghold. These soldiers try to spot the intruders to produce “Alert” markers (as do the messy corpses of poorly dispatched sentries!) that the Commander attempts to collect – these “Alert” markers are then placed onto a board. These will accumulate and when an assaulter is located in the stronghold, the Commander can call “ALARRRM!” to activate guards equal to the number of the Alert markers already collected. Far from being passive, these killers move directly towards any assaulter in the stronghold!

The game is simple yet elegant – do you rush to try to open the lock or take your time, knowing that even if you pass part of the skill’s test time can tick off the clock? When do you move from raider to assaulter? Do you, as commander, try to quickly force the Allies’ hand by calling an Alarm as soon as you can or do you patiently pick up Alert markers to allow a massive response later on in the game? Everyone ignores the clock at his peril – it drops almost unnoticed until about the 20 minute mark when it seems to fly to the zero mark!

While the game comes ready to go as is, it really comes to life with the miniatures (28mm to the eyes) specifically produced for the game. These represent the owners’ first attempt at sculpting and the detail is good; it continues to get even better with each new release (a second set of sentries in overcoats, Fallschirmjager and Red Berets for the expansion game as well as cool figures like German Mountain troops and US Rangers.) There are even stone-like base covers that enhance the look of the final figures. The miniatures really make the game – truly adventurous people can construct their own bunker like the owners did!

Got questions about the game, rules or mechanics? Want to see other items soon to come out? The game is very well supported with an online Forum – questions are generally answered completely within 24 hours. There is even a free magazine (*Killing Time II is already out so check it out!*) and free player aids that you can download (and laminate for multiple game uses – hint, hint!)

I have run the game several times with each game being a “closely run” thing that was decided within a turn or two of the bunker’s entrance/exit. Everyone who played had a blast and enjoyed himself. This is a really fun game – with so many options, the replay ability is high with no two games ever going the same way! New releases, figures and scenarios are planned and the owners eagerly seek input from their readers.

<http://www.warmacre.com>



**Gloire – Swashbuckling Adventure in the Age of Kings****Pete Murray / Rattrap Productions**

Using the mechanics of the highly successful and popular *.45 Adventure* pulp-style rules, Rattrap Productions introduces *Gloire* (do not ask me how to pronounce it) to allow wargamers the opportunity to play Errol Flynn style swashbuckling adventures from the *Three Musketeers*, the *Scarlet Pimpernel* and *Captain Blood*, to name just a few. The rules are only 42 pages long and are easy to read/comprehend. The scenario included, “The Waylaid Messenger” won a coveted “Battle Honor” at the 2006 Historicon. I must confess that my copy was only a demo copy so some parts were not available - the additional scenarios were not included. Bummer, too, because who can turn down playing a barroom brawl?!

While the elegant art of swordplay and marksmanship have their place in the game, it is designed to be more than a “go get ‘em” type of game. Using your wits is just as important as the ability to wield cold steel. The underlying theme of each scenario makes it just as much of a story as it is a wargame. They are a set of rules that rewards skillful play as well as to compliment a game master with a lot of imagination and creativity (Bruce Meyer and Chuck Turnitsa run games come to mind!)

Want to be the knight in shining armor type player, rushing to the rescue in the nick of time, saving the damsel, protecting the King and earning vast rewards? How about the evil villain whose mastermind plot knocks off the hero, causes revolutions and earns vast rewards (of the evil sort, of course!) You can customize your character to be either of these or almost anything in between. The possibilities and replay value are limitless.

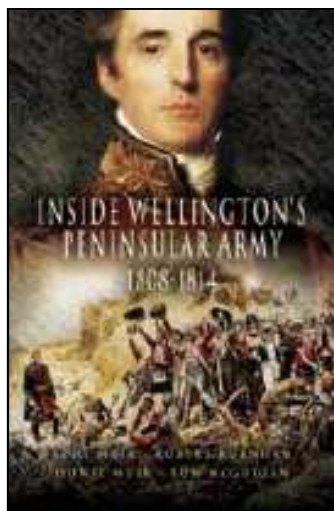
One of the best things about the rules is that they are designed for use with only a few figures per side. Not only does this make the games easier to manage but it also makes them cheaper to run! With only a few figures needed to play (the award winning scenario can be played with about a dozen 25mm figures) getting the figures painted to play is a breeze. Now where did I store my rapier...

<http://www.rattrap-productions.com>

COMING ATTRACTIONS! *The following is a book newly released in the United Kingdom; my copy just arrived the other day and I've already started it! For those interested in the Napoleonic Wars, it offers new insights into the Peninsular Campaigns. Of note, in this age of instant electronic communication, only two of the four authors have ever met – most of all this work has been compiled via e-mail!*

Inside Wellington's Peninsular Army 1808-1814

By Rory Muir, Robert Burnham, Howie Muir, Ron McGuigan



Wellington's celebrated Peninsular army played a vital role in the defeat of Napoleon's French forces in Portugal and Spain. It is one of the most famous armies in military history. Yet the last large-scale examination of its structure and operation was written by Sir Charles Oman as long ago as 1913.

Since then so much new material has come to light that a fresh account is long overdue. This book breaks new ground in a series of detailed studies that reveal the hidden mechanisms that lie behind triumphs such as Salamanca and Vitoria, and at the same time places Wellington's campaigns in their strategic context and explain how he achieved his success.

Discover the code to the organization of Wellington's army and the principles underlying how and where troops were placed in the line of battle. Delve into the role played by the subordinates who commanded his brigades and divisions, many of whom are all but forgotten today. Explore the importance of army rank and seniority in all its complex variations. You will encounter the men who built Wellington's military bridges, including Europe's first suspension bridge and catch a glimpse of the role reconnaissance officers who sought to overcome the practical difficulties of campaigning in a country where roads were few and maps inaccurate. Trace the strategies by which Wellington sought to keep up the manpower of his battalions as combat, disease, and bureaucratic imperatives bled them away. An invaluable appendix lists titles, organized by regi-

ment, of the many hundreds of first-hand accounts of the war by British soldiers, building on Oman's compilation of a century ago. These essays underscore that there was more to Wellington's generalship than just commanding on a battlefield.

This study extends Oman's pioneering work, providing new research into the subject, and is a major contribution to the history of the Peninsular War. <http://www.pen-and-sword.co.uk/home.php>



**Pulp Figures****Sgt. Prestown of the Yukon (PYP1)****Pugsy Flannagan Goes Down in d' Third**

O.K. so I might have said "Thoid" instead of "Third" but you get the idea. Pulp Figures makes a line of unique figures that fit the "pulp Hollywood-type movies" set in the 1920s and 30s. The range is vast from military figures (US, British, German, Japanese and Chinese) to mobsters, cavemen, unique personalities and just plain "weird menace" (not my words but from the website!) All are done just a little tongue in cheek, which adds to the allure of these figures and this "period".

The two sets here come with 5 figures per set (if you count a horse as two – seems fair to me.) The characters are about 27mm measured to their eyes and need little prep work to clean what little flash there is on each figure. The Royal Canadian Mounted Policeman comes with both mounted and dismounted figure. The detail on each figure makes painting very easy – the



rank on the right arm is raised just enough to make painting the sergeant's stripes much easier. The horse is very robust and the rider fits perfectly on top without any need for remodeling. A husky dog is also included as this Mounties' best friend. There is no need to buy books for painting guides as the RCMP and Wikipedia offer exactly enough guidance to paint him appropriately. I couldn't resist and painted him like the hero, Dudley Do-Right!



The boxer's set has two pugilists, a ring announcer, a manager (that bears a strong resemblance to Mick from the Rocky films) and the fighter's producer with a stogie. Each boxer is wearing boxing trunks and high top boots. The announcer looks like he's announcing the fight ("in this cornah, the undisputed champeen of the world..."), the manager has a towel over his shoulder, crossed arms and a tough scowl and the manager, well, he's just look-

ing as slick as he is supposed to in his straw hat! While it would seem that only the boxers would possess real action poses, the other figures' more subtle looks makes all the figures intriguing.

The Pulp Figures line is very interesting from top to bottom. Need some US Rocket Corps troops, some mad scientists or other one of a kind figures for the next wargame you plan to run? Check out this website first. I am still struggling to figure out how I can easily (and cheaply) build a sturdy zeppelin...

<http://www.pulpfigures.com>





FINAL COMBAT DEMONSTRATION GAME

by Ben Lacy

Final Combat Demonstration Game

On Sunday January 28, 2007 Rick Berry of Michigan Toy Soldiers Company sponsored a Militaria, Wargames and Toy Soldiers Show in Lavonia, Michigan. In conjunction with The Old Northwest Trading Company, Ben Lacy was invited to present a series of Final Combat demonstration games. The terrain table was a diorama created by renowned artist and sculptor, Ken Osen. Ken is best known for his work with Richard Conte and most recently, William Britain and The Old Northwest Trading Company. The 1:32 scale miniatures are exquisitely hand painted and are available from many online vendors. What follows is a description of the demo with a few pictures.



The Game

The demo was designed around a meeting engagement and control of the church. Each player had six soldiers divided into two sections. One section acted as the fire team and included a light machine gun supported by rifles. The assault team carried grenades, rifles and submachine guns. Each player began an equal distance from the church, and there were prominent terrain features that provided cover for their advance.





Mike Reese, the author of *Tractics* (1971) was one of the German players. He rushed an MG42 to the window of the damaged house pictured below. This allowed him to cover the crucial road between the barn and the Priory. The U.S. players realized too late that the only means of reaching their objective was impossible to traverse. In desperation, the U.S. player threw a smoke grenade and attempted to dash across. The smoke proved inadequate and the German machine gun killed the entire fire team.





FINAL COMBAT DEMONSTRATION GAME

by Ben Lacy



Mike Reese's tactic was repeated in two other games. However, during the third game the U.S. players finally realized that they could come down the cobblestone road and out flank the German machine gun. Final Combat provided the players with an authentic and realistic close quarter battle simulation. Furthermore, the perspective of the toy soldier collector was augmented to include wargaming.





GAMERS WANTED

by Bill Salvatore

Anyone who wants a sample copy of a free email listing all the regular gaming sessions in the metro DC area (roughly bounded by Baltimore/Hagerstown/Charlottesville/Richmond/Norfolk), plus many special gaming events in nearby regions, please send an email to [salvatore_b @ bls.gov](mailto:salvatore_b@bls.gov). You will not get spammed." the representation of miniatures gaming on my list is sparse, so it would also be helpful if some group other than WTTG would notify me about their sessions.



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PrezCon 2007 is a family-oriented game convention featuring board, card, miniature and counter games. This is its 14th year. The convention, held at the DoubleTree Hotel, anticipates more than 500 attendees from most states in the U. S., Canada and the UK. PrezCon’s reputation is that of a relaxed, friendly gathering of friends who enjoy a variety of games. The convention starts on Wednesday, February 21st at noon, and continues, virtually non-stop, until Sunday the 25th at 5:00 PM. Over 350 scheduled games and demonstrations begin at 8 AM and run through 11 PM each day. 24-hour gaming is allowed at the DoubleTree Hotel. The cost for the entire five-day event is \$60. Visitor’s passes are available for \$10, Open Gaming is \$30.

There are over 85 Tournament Events, in which the winner will take home a Championship Plaque. Often second and third place plaques are awarded. These games include European (multiplayer), Parlor, Horsepower (racing), Strategy, Tactics, Classic, and Wargames. Several Junior Events plaques are awarded. There are card games, miniatures, and late night games. Many people come to play their favorite game, and find new games to enjoy whether in tournaments or in open gaming.

PrezCon 2007 is the third year for Mayfair Games’ Mid-Atlantic *Settlers of Catan Regional* Tournament. The winner will receive airfare, hotel accommodations, and admittance to GenCon, a national game convention in Indianapolis in August. for their attendance at the *Settlers National Championship*. The winner of that event gets an all expense paid trip to Essen, Germany in October 2007 to play in the *Settlers of Catan World Championship*!

PrezCon also hosts RevCon 2007, a series of historical American Revolutionary War games, open to all attendees. The designers of these award-winning games will be game-masters for the event. Several unique awards and prizes include the *George Washington Championship*.

PrezCon is pleased to host the *Titan National Tournament*. Titan players can play anytime from noon on Wednesday, February 21st until midnight Friday the 23rd.

PrezCon features the best game company Exhibitors in the business. Several of them introduce a new game at the convention, as well as offer hundreds of existing titles. There are bargains and specials just for PrezCon 2007. The game companies conduct demonstrations of their new and existing games, and attendees frequently learn a game, then play it in a tournament or just for fun!

The Doubletree Hotel staff is especially friendly, and a buffet of excellent and inexpensive food is available most hours. The Hotel offers an attractive room rate of \$89 a night for PrezCon attendees.

For further information, please contact:

Bill Alderman, PrezCon Vice-President 434) 589-8767 bill.alderman@prezcon.com

or

Justin K. Thompson, PrezCon President (434) 531-9191 kingmaker96@prezcon.com

Editor note: If you enjoy board games this is a convention to go to....



BOOKS

by Tim Tilson

As Thomas Jefferson said, "I can't live without books". We gamers are the same. So here are a few new ones I have seen that may be of interest to the group:

The Classical World, Robin Lane. Gives a summary of the ancient world from Homer to Rome.

Battler of the Dark Ages, Peter Marren. Great book that uses the chronicles etc to describe battles in the Dark Ages in Great Britain. Mentions wargaming explicitly a few times.

King Alfred, David Hoispool. New bio of the great Saxon king.

Iron Kingdom, Christopher Clark. A look at the rise of Prussia.

The Battle of Corunna, Andrea Press. Covers the 3rd Reenactment that occurred in 2004. 170 full color pix.

The Few, Alexander Kershaw. Yanks in the RAF during the battle of Britain

Dunkirk, Hugh Sebag-Montifiore. Looks at those who stayed to fight the rear guard and didn't get away.

The Fire, Jeorg Friedrich. It covers the bombing of Dresden from a German perspective

COPPLESTONE CASTINGS

from Pete Panzeri

From: Mark Copplestone [enquiries @ copplestonecastings.co.uk](mailto:enquiries@copplestonecastings.co.uk)

Subject: Beat Cops

Right now I'm working on a couple of new packs for the Gangsters range - Beat Cops and Street Toughs with more cops and hoods to follow

with more cops and hoods to follow.

Mark Copplestone

To see more or get Copplestone Castings monthly new- products mailing list see:

<http://www.copplestonecastings.co.uk/>

SIEGE OF AUGUSTA 2007

from Pete Panzeri

I had the opportunity to do a test run of my Siege of Carthage Scenario which I will run at Cold Wars 2007. So if you would like to

see generally what the Scenario will look like I would recommend your visiting the site. You can find it off our main Classical Hack page. <http://www.classicl hack.com>

Is any one planning on putting on any games of Classical Hack or Knight Hack or Homeric Hack at Cold Wars? Let me know if you are and I will try and assist you with give always and such.



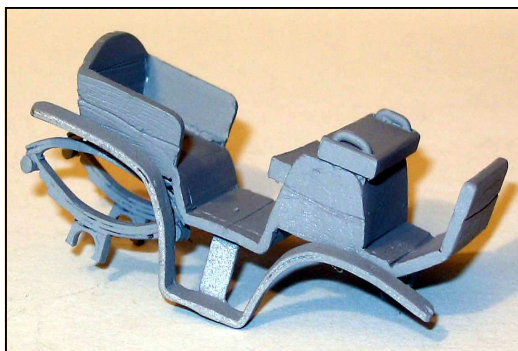
TACZANKA MODEL

by Michael Koznarsky

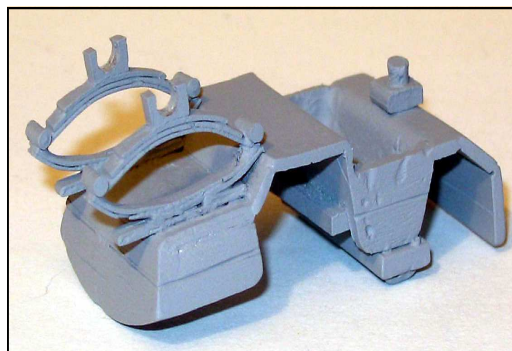
Review

The Taczanka model (see page 22) is very nice looking and not really that difficult to construct. The figures are clean and fit very well into the model without the need for modifications. The Taczanka is an excellent piece and the finished model looks *very* sharp on the gaming table. Do not plan to take your post WWI eastern army anywhere without one – or two!

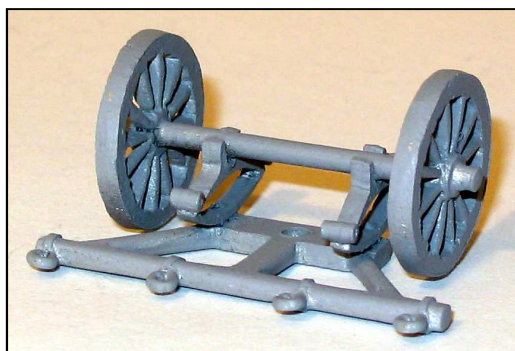
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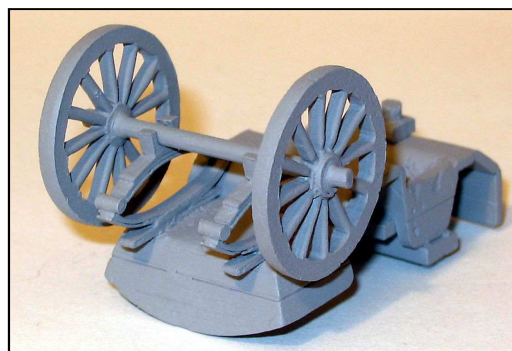
Side boards



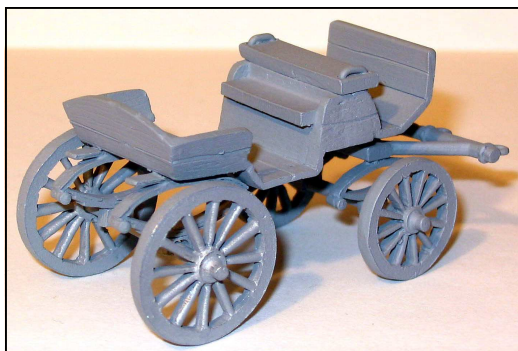
Under carriage



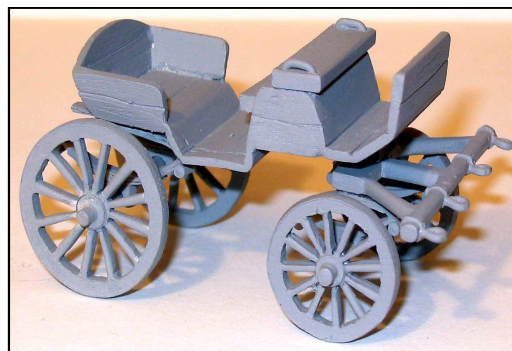
Under wheels



Under carriage



Complete Wagon



Complete Wagon





WATERLOO AT 1 TO 1

by Tim Tilson

Gaming



What gamer hasn't wished he could recreate his favorite battle in 1-1 scale? Except for the Alamo, most gamers can't due to space, cost and the sheer number of figures required. This is especially true if your favorite is Gettysburg, the Battle of the Bulge or Waterloo. Except of course unless you are Steve St.Clair.

Steve is recreating the battle of Waterloo with 6mm figures in 1-1 scale. The French Army is complete and the Anglo-Allied Army is about 66% done. As in the actual battle, the Prussians will come later.

Steve is a retired Army Lieutenant Colonel of Infantry who chosen to come out of retirement and return to active duty. [Editors Note. Steve will be assigned to Afghanistan in February]. Being a war gamer and re-enactor, he didn't think 12 figure battalions were very accurate. Nor did he approve of the flexibility of most wargame rules that allow units to move through each

other. While on active duty, he participated in a number of division sized reviews or parades with upwards of 12,000 soldiers were on the field at one time. So Steve knew a little about moving large number of people around a field.

He started small at least relatively. He'd all ready painted both Napoleonic and American Civil War armies in 1-10. So he decided to move up to 1-1 scale. He first painted a French battalion, then a full regiment and then the project took off. At the time Steve was working in a high stress job and painting helped to relieve the stress.

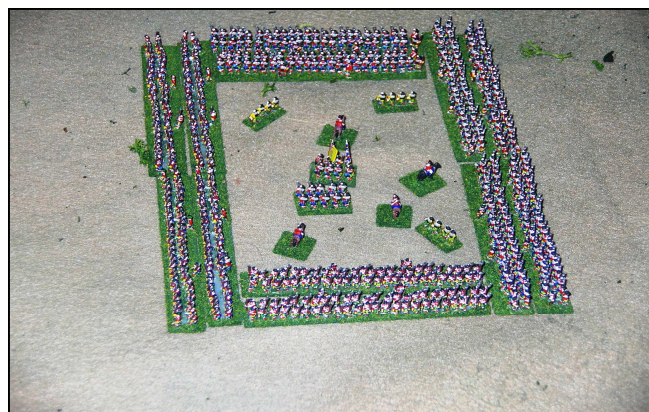
Steve uses Ross Heroics figures, which he buys in bulk at significant discounts. The figures are first primed, sprayed a primary color (say red for the British) and then the details are painted down to the cross belts, cuffs and epaulets. He uses hobby store acrylic paints and off-the-shelf brushes. Infantry figures are organized onto 50 man bases and cavalry 25 per base. Light infantry is based on both line and skirmish order. Artillery is depicted both limbered and unlimbered. All the various supporting and ancillary troops are modeled. Thus every regiment has its band. All the required vehicles have been done such as French Corps pontoon wagons, Corps ordnance wagons, the cavalry division's traveling forges, ambulances, supply wagons etc. All told there are over 1,500 limbers, wagons etc.,



His primary sources are Scott Bowden's *Armies at Waterloo* and *The Waterloo Companion* as they contain excellent information in eve the smallest contingents. How many figures has he painted? He is unsure but isn't about to count them. He started the project in 1988 and hopes to complete it by 2010.

Steve is unsure what he will do with the collection once he is done. A few years ago he ran a 1-10 Waterloo game at Historicon. Based on that running a game with 1-1 figures would require a terrain board 36'x60'. So gaming is probably out. Steve is considering donating it to a museum, or selling to a collector once he is finished. He may display the army at Historicon 2008 after he returns from Afghanistan.

So is there anyone out there doing D-Day at 1-1???





THE ROAD TO LILLEHAMMER'

by Tim Tilson

Scenario

Photos by George Busby

From the Norway book of the Skirmish featuring 20mm

Norwegians and Brits vs Germans. Hosted by myself, with Greg Taylor, Joseph Meaney, George Buzby, Tim Colburn and Jamie Maymerian.



From George Busby: I had a great time with you and the fellah this afternoon. Thank you very much for including me and I hope I will be able to join you for another someday soon. I would certainly be up for the French Norwegian game, but in that case I'd like to give the Allies a try.

I think you mentioned that you were trying to gather photos for The Gamers Closet so here are the three that I snapped today:





GERMAN TROPHY TANK of WWII RECOVERED IN ESTONIA

Article from the Komatsu online trade magazine

WW-II Trophy tank

14 September 2000, a Komatsu D375A-2 pulled an abandoned tank from its archival tomb under the bottom of a lake near Johvi, Estonia. The Soviet-built T34/76A tank had been resting at the bottom of the lake for 56 years. According to its specifications, it's a 27-tonne machine with a top speed of 53km/h.

From February to September 1944, heavy battles were fought in the narrow, 50 km-wide, Narva front in the northeastern part of Estonia. Over 100,000 men were killed and 300,000 men were wounded there. During battles in the summer of 1944, the tank was captured from the Soviet army and used by the German army. (This is the reason that there are German markings painted on the tank's exterior.) On 19 September 1944, German troops began an organized retreat along the Narva front. It is suspected that the tank was then purposefully driven into the lake, abandoning it when its captors left the area.

At that time, a local boy walking by the lake Kurtna Matasjarv noticed tank tracks leading into the lake, but not coming out anywhere. For two months he saw air bubbles emerging from the lake. This gave him reason to believe that there must be an armoured vehicle at the lake's bottom. A few years ago, he told the story to the leader of the local war history club "Otsing". Together with other club members, Mr Igor Shedunov initiated diving expeditions to the bottom of the lake about a year ago. At the depth of 7 metres they discovered the tank resting under a 3-metre layer of peat.

Enthusiasts from the club, under Mr Shedunov's leadership, decided to pull the tank out. In September 2000 they turned to Mr Aleksander Borovkov, the manager of the Narva open pit of the stock company AS Eesti Põlevkivi, to rent the company's Komatsu D375A-2 bulldozer. Currently used at the pit, the Komatsu dozer was manufactured in 1995, and has 19,000 operating hours without major repairs.

The pulling operation began at 09:00 and was concluded at 15:00, with several technical breaks. The weight of the tank, combined with the travel incline, made a pulling operation that required significant muscle. The D375A-2 handled the operation with power and style. The weight of the fully armed tank was around 30 tons, so the tractive force required to retrieve it was similar. A main requirement for the 68-tonne dozer was to have enough weight to prevent shoe-slip while moving up the hill.



After the tank surfaced, it turned out to be a 'trophy' tank, that had been captured by the German army in the course of the battle at Sinimaed (Blue Hills) about six weeks before it was sunk in the lake. Altogether, 116 shells were found on board. Remarkably, the tank was in good condition, with no rust, and all systems (except the engine) in working condition.

This is a very rare machine, especially considering that it fought both on the Russian and the German sides. Plans are under way to fully restore the tank. It will be displayed at a war history museum, that will be founded at the Gorodenko village on the left bank of the River Narva.

Looking at the two tracked machines, the modern yellow Komatsu dozer is a reminder of how machine technologies have advanced, and the region's prospects of peace and prosperity have brightened.

Editor note: I know this is not a gaming article but I thought others would be interested. That is one great catch!





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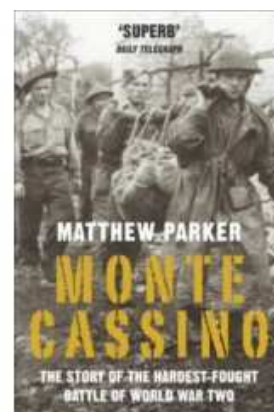
www.gameparlor.com

A REVIEW OF "MONTE CASSINO"

by Matthew Parker

Book

Just before the holidays, I discovered Matthew Parker's book Monte Cassino (Doubleday, 2004) at the local library. From a gamer's point of view the book offers a number of potentially interesting scenarios. Throughout the campaign the Germans showed what resourcefulness and in the right terrain could do in the face of superior numbers. Monte Cassino describes what was clearly the most brutal fight of the Western Front. Mr. Parker weaves the story of a tapestry of nationalities ranging from tribesmen from the deserts of North Africa to expatriate Poles who'd marched out of the gulags to join the fight for democracy to the citizen-soldiers of America and the Commonwealth. The book details the four battles that made up the campaign and I enjoyed how it gave both the strategic and tactical perspective. Parker described the political in-fighting and failures of command at the highest levels. Monte Cassino also gives a real feel for the soldier's point of view, as Mr. Parker interviewed many veterans on both sides. Overall, it is well written and easy to read so check it out for you won't be disappointed.





Southern Maryland Partizans Post

Since the distribution of the last Gamers Closet, SMP has been working hard to get some new games ready to run at Cold Wars 07. Below, you will find three games that will be hosted by SMP at the convention. Originally we had planned to run six, but with the absence of ClubCon, due to hotel renovations reducing our floor space for the show, we have cut back to three games.

We recently had three members attend Barrage, as put on by the HAWKS in Baltimore. It was a fun event. I didn't get to play in anything, but I spent some money, and spoke with some friends I hadn't seen since Fall-In. The event seemed to me to be very well attended, maybe the best attended I have seen in the 4 years I have supported the show.

As a club, we have seen some good games in the past two months. We have started getting back into Napoleonics a bit. One of our members has a set of rules that he and a past gaming partner wrote. We have played about 4 times since December, and tweaked the rules each time. He will be running these rules at Cold Wars. We have also gamed some F&I Skirmish, and plan to play some ACW and WWII in February, as well as running a large WAB event at the Game Parlor in Chantilly on the 17th of February. We have also gained a new member in this time, and that is always an appreciated accomplishment.

A date has been set for TriaDCon 07. It will be held on September 8th and 9th 2007, at the University of Maryland Campus in College Park Maryland. More particulars will follow. I hope to have information together for the next printing of the Gamers Closet!

A couple of new projects have begun for the club. We are working on readying Culloden in 28mm, 1:20 scale. Hopefully this game will be run at Fall-In 07. 20mm Berlin, and 20mm Vietnam are still being churned out, as is 28mm Border Reivers, 15mm ACW, 28mm Sudan, and 28mm Samurai, among other small projects. It's going to be a busy year for us I think.

So, I guess that sums us up for this issue. If you have any interest in gaming up in the Maryland area, Waldorf, feel free to contact us through www.smpartizans.com

And finally, a big thank you to the NOVAG team for putting this Newsletter together, and allowing other clubs to piggyback onto it, it is a great service to the area clubs, and SMP appreciates you!





F-103 Trading Post Raid at Hawkins Bend!

Time: Friday 10AM

Duration: 4 Hours

Scale & Period: 28mm French and Indian Skirmish

Players: 8

Rules: Modified GW LOTR rules

GM's: Ashley Johnson & Andy Turlington



The French have been busy, recruiting Indian mercenaries and scouting the frontier in order to better position themselves to lay claim to the rich territory of the great North East. British influence in the area is apparent and the successful trading post of Hawkins Bend is an important stop in the great Adirondack wilderness. Not only is the post a source of goods and supplies for the British, but the settled Indians that surround the area have come to enjoy the relations that have resulted from the post's prosperity as well. Many forces have been set in motion on this fateful day in May...British regulars are responding to the French scouting activity and Indian natives on both sides are restless as tensions in the area mount. Will Hawkins Bend be the center of something big? Come and take command of British, French or Indian forces in an attempt to influence this French and Indian struggle.



F-104 Battle of Albuera

Time: Friday 3PM

Duration: 4 Hours

Scale & Period: 15mm Napoleonic

Players: 4

Rules: Fury of Empires

GM: Chris Collins

Attempting to relieve the British siege of Badojuz, Marshall Soult advances his army and finds the Anglo-Portuguese under Beresford deployed around the hills of Albuera. Wishing to attack the British before General Blake's Spanish army can link with them, Marshall Soult plans a turning movement.



Historical Albuera:

Convinced that the French planned a frontal assault upon the hill and town of Albuera, Beresford deploys his forces accordingly and has the newly arrived units of Blake's Spanish army support his right flank. Soult deploys Godinot's division and some cavalry to occupy the allies' attention while he moves the bulk of his army through the forested area's and sweeps into the British right flank. It thus came as a nasty surprise when French cavalry and infantry were suddenly seen leaving the cover of the woods and issuing into the open upon the allied right. Beresford quickly attempts to reposition his troops to meet the French flank attack but the Spanish bear the brunt of the initial French assault.

Courageously, the Spanish of Zayas division stand toe to toe with the French of Girard's division and a bloody firefight ensues. British forces of Stewart's division move up to support the Spaniards and it is during this that a local hail storm hides the advancing Polish lancers that Latour-Malbourg has sent in. The Poles slammed into the un-deployed British and in a matter of minutes destroy 3 out of 4 battalions of Colbornes brigade, Beresford himself having to defend against a lancer attack.

Soult by now realized that the Spanish army is on the field with the British and this seems to dull his interest in pushing the attack. He does feed in units of Gazan's division behind Girard but this continues the bloody firefight. The British finally bring in more units and are able to force the withdrawal of the French forces, both sides having fed in their last reserves. Heavy rains and exhaustion finally bring an end to this the bloodiest of peninsular battles. The Allies losses exceeded 6,000 with the French losing around 8,000.



**F-105 NASCAR: Darlington****Time:** Friday 8PM**Duration:** 2-4 Hours**Scale & Period:** 1:64 NASCAR**Players:** 10**Rules:** Drop the Hammer**GM:** Brian Kuykendall & Andy Turlington

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Avalanche Press: News from the Front

Company



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Happy New Year and welcome to the Avalanche Press newsletter, where we keep you up to date on new products available in stores, exclusive sales, and the terrific game variants and previews we offer on a daily basis at AvalanchePress.com!

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What's New

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ABOUT GAMERS CLOSET

by David Luff

Welcome to our new gaming magazine for the Northern Virginia Gamers (NOVAG). Because of the new digital format we will be publishing our newsletter, or should I say, magazine, in color and with unlimited space we can fill with as many articles that we receive. No more printing costs, folding, handling, and postage. Be proud of what you, as a member of NOVAG and a member of the gaming community can do for the hobby and let the world read about it.

With this new format we will be needing your help in the way of articles and photos to fill the pages for this magazine to work. One important aspect of our hobby is its visual medium from the colorful miniatures and gaming terrain. That is why I am asking that all articles include color photos or graphs. Just like the “professional” magazines like “Miniature Wargaming” and “Historical Miniature Gaming” photos are used to show off their articles. If you cannot take a photo for your article just see if a related image can be found on the web (include the URL in your article). For ideas, here is a list of articles (but not restricted to) that we will need in future issues:

- Battle Reports
- Painting Tips & Terrain Making
- Product Reviews
- Rules Reviews
- Movie Reviews
- Convention Reports
- Military Report or Reviews (going to a Battlefield or Museum? Visiting a special place?)
- Special Events

We are looking for writers who want their own section in the magazine which to cover their own interests in the hobby for general subjects like:

- Cardgames
- Boardgames
- Roleplaying games
- Miniatures games
 - Historical
 - Fantasy
 - Science fiction

Or specialize and write about your favorite game system or rules like (but not restricted to):

- Flames of War
- Dungeons & Dragons
- Magic: The Gathering
- Settlers of Catan



Newsletter within a Newsletter: Do you belong to a gaming club without a newsletter? Do we have an offer for your club! Start your newsletter right here within the pages of “The Gamers Closet”. We will give your club its own section where your club can design its own cover and a section to fill with articles from the clubs members. No cost for this offer and best of all everyone gets to read about your clubs upcoming events and activities.

Retail Stores, Manufactures, and Conventions: Submit your information to us and yes, this is a free service to our readers. Tell your in-store clubs about our magazine and we will give them their own section. How about an article about your store?

We must stress one more time that all articles must come with a color picture or graphics. Every week table top battles are fought on gaming tables in places like Game Parlor, in some ones game room or basement, and not one camera will be found to record the action. So when you pack for your next game knock the dust off that camera and pack it with the terrain. Now when you break that British square with your French cavalry you can record it for your next article to your magazine.

On the technical side we are using MS Publishing for the magazine and PDF used to send it to you. The main body is 10 font using Times-New Roman at 8.5” x 11”. A copy of the magazine will be downloaded on the NOVAG webpage and message board on yahoo.

