



Issue 56

www.novag.org



The Gamers Closet



Photo by Pete Panzeri

*Old Man Winter fails to Stop the Shoppers
at this years HMGS East
COLDWARS 2007 convention*

***The Magazine of the
Northern Virginia Gamers
(NOVAG)***



1	Cover (Photo by David Luff)
2	Table of Contents (you are here)
3	NOVAG Spring Game Day (Event)
4	FALL IN (HMGS Convention)
5	Presidents Column (NOVAG Prez Speaks!)
6	Editor Write (from your editor)
6	Editorial (wisdom from the sage)
7	Balticon 41 (Convention)
8	Portable Terrain (by David Luff) 6mm terrain idea
10	Area Clubs (is your club listed?)
11	The Escapist (Gaming Advocacy)
12	Diatribes (W.J. Walton) Tips and help for better role-playing
13	AAR of the First Annual SMP & Iron Fist WAB Mega Battle (by Andrew Turlington) Battle report of Mega Battle
15	HISTORICON 2007 (Convention)
16	Neat Things for Spring (by Michael Koznarsky) Products review
18	Peregrine Computer Consultants Corporation (Ad)
19	Three Historical Scenarios for "BattleLore" rules (by Rick Wynn)
22	Anime Pavilion (Retail Store)
22	Knights of the Dinner Table (by David Luff) Review of Comic
23	Four Color Fantasies (Retail Store)
24	The Battle of Hurtgen Forest: Part 1 of 2 (by Ben Lacy) WWII Battle
27	Eagle and Empire Game Shop (Retail Store)
27	Old Dominion Game Works (ODGW) (Game Company)
28	Duel at Dessau (by Ben Lacy) WWII Action
30	Painted Figures (by Benjamin Pecson)
31	Sgt Stryker (by Michael Koznarsky) WWII Pacific figure review
32	Game Parlor (Chantilly) (Retail Store)
32	Larry Leadhead (by Doug Hamm & Eric Hotz) Wargaming Comic
33	Sociable Strategy Games (by Bill S.) Listing of local gamers
33	Game Parlor (WoodBridge) (Retail Store)
34	Rising Star 16 (Convention)
35	Southern Maryland Partizans Post (by Andrew Turlington) Local Gaming Club
36	Top 10 US Military Slogans (by Greg Klyle)
37	Panthers and Variants (by Bob Benge) German WWII tank
40	Figure Mounting, Storage, and Transporting: My next Wargaming Project (by Charlie Torok)
43	Online E-zines (by David Luff) Gaming magazines on the net
46	The National Capital Model Soldier Society (Convention)
46	A Wargamer's Review of the Movie "300" (by Justo Perez)
47	Brown Rail Fence (graph)
48	Photos from Coldwars 2007 (by David Luff)
51	GM Exchange Program (by Andrew Turlington)
52	Napoleonic's War Master (Rules) (by Michael Carmichael, Andre' Ruediger, and contributing play-testers; writing editor Justo Perez) Napoleon warfare using War Master Ancients rules
59	Heat of Battle (The National World War II Wargame Convention)
60	Dexcon 10 (Convention)
61	About The Gamers Closet (from the Editor)





NOVAG SPRING GAME DAY



Miniatures and
Table Top
Gaming

2 June 2007

10AM – 6PM

Location: The Game Parlor-Chantilly
13936 Metrotech Lane
Fairfax Va 20151
(703) 803-3114

Featuring: Colonial Era, Napoleonic, WWII and Modern era games.

GMs contact Tim Tilson at hmslydia@msn.com to host a game

Admission: \$3 Cover Charge for adults. Children and students are free.

Raffle: The Cover Charge money will be used to buy TGP Gift Certificate.

Each person will receive one raffle ticket.

Additional tickets may be purchased.

PEL: Will be posted to the club website (www.novag.org)





FALL IN! 2007

Westward Ho!

Celebrating the Expansion of America 1789 to 1889

9 – 11 November 2007

Eisenhower Inn and Conference Center • 2634 Emmitsburg Rd • Gettysburg, PA 17325

"It is America's right to stretch from sea to shining sea. Not only do we have a responsibility to our citizens to gain valuable natural resources we also have a responsibility to civilize this beautiful land." – author unknown

Come celebrate the rapid growth of a nation! From 1789 to 1889, America obtained huge tracks of land – expanding its borders from coast to coast gaining control of most of North America. This growth was not without conflict, vast territories were claimed by conflicting nations resulting in several major wars and numerous skirmishes with Native Americans, European nations, Mexico and even with fellow Americans.

This period also saw America's first use of power overseas – waging war against Barbary Pirates and the legend of the Marines was born.



This year's convention sees the return of Military Science Theater and the ever popular painting events. What could be better than *Great games, Good times and Gettysburg?* See you in November!

Special thanks to Cannon Fodder Miniatures and Dixon for the use of their photos.

POC is Jim McWee, director@fall-in.org

Featherstone Cup Tournament

A good-natured, yet competitive, tournament dedicated to one of the grandfathers of the historical miniature gaming hobby, that pits teams of club members against one another.

The ultimate prize: the Featherstone Cup. A sizable, high-quality trophy that's patterned after hockey's Stanley Cup. The winning club's name will be etched into the side for all time—and they will be allowed to take home the trophy for one year.

Coordinator: John Snead featherstone@fall-in.org

Our Convention Site The Eisenhower Inn

You'll like our convention site: the Eisenhower Inn & Conference Center, 2634 Emmitsburg Rd., Gettysburg, PA, just 4 miles south of downtown Gettysburg on U.S. Business 15 South.

The hotel features a variety of amenities—pool, sauna, health and fitness center, and gift shop—plus a sizable gaming area. Next door, the All-Star Family Fun & Sports Complex has an arcade and virtual reality rides.

When you arrive in Gettysburg, take Rte. 15 and look for the Steinwehr Ave. exit. Exit, and head north on U.S. Business 15 for 2 miles. It's on your right!

Telephone: (717) 334-8121 or (800) 776-8349.

VISIT OUR WEB SITE AT WWW.FALL-IN.ORG





PRESIDENTS COLUMN

by Tim Tilson

From the President

Well I hope everyone had a good time at Cold Wars. I certainly did although getting there was quite interesting. Congratulation to local gamer Walt O'Hara for running a good show. Also it was good to see Don Hauser putting his NOVAG fez to such good use in his Russo-Turkish game.

Looking ahead we will host our Spring Game Day on June 2nd at the Game Parlor in Chantilly. If you would like to run a game then, please drop me a line at hmslydia@msn.com.

Walt O'Hara and his buddies will again host TRIADCon on Sep 8 & 9 up at University of Maryland. So mark your calendars now.

And we are looking at a Fall Game Day at the new Eagle and Empire game store near Fort Belvoir.

Lastly, you will note a new redesigned web page. It is not quite finished. We plan to add many more pictures, past issues of the Gamers Closet. We also hope to get the Friday Night Chantilly Schedule posted there as well. If anyone has ideas, pictures, or regular games that you would like post, please contact Roxanne Patton.

Elections

NOVAG will hold elections for its board of directors at the Game Day on June 2, 2007 at the Game Parlor in Chantilly.

All members of the club are eligible to run and vote. Anyone interested in running for the board should submit their campaign biography to Tim Tilson at hmslydia@msn.com NLT May 19th.

These will be compiled and forwarded electronically to the members prior to the election at Game Day.

Friday Night Games at Game Parlor/Chantilly

1st Fri	WWII/Modern
2nd Fri	Ancient / Midieval
3rd Fri	Colonial / Special
4th Fri	Napoleonic / Seven Years War
5th Fri	Naval

This is a basic schedule of the games run throughout the month. If you are interested in the rules used just go to our message board and asked.

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



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))

Brian DeWitt (Operations) ([Brian.DeWitt @ ngc.com](mailto:Brian.DeWitt@ngc.com))

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



Webpage: <http://www.novag.org>

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



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



EDITORS WRITE

by David Luff

From the Editor

Welcome to issue #56 and thanks to all the writers who donated their articles and photos to this issue but keep them coming in for I can always use them in following issues. What a cool April day as I sit here writing up the editors report. I have the Masters golf tourney on the tube playing in the background, so yes, I am a duffer. Nothing serious and local courses out here in the Valley are pretty inexpensive.

Went with Jay Mischo up to ColdWars on Saturday and old man winter was still kicking (see photo on cover). I was surprised at the how poorly the state of PA was at clearing their roads! But we made it and in time to hit the morning fleamarket. Check out the photos from the show in the magazine. If you have some photos from the show and miss this issue we can post them in the message board.

We have a Game Day coming up on 2 June so get in your games for I expect the tables will not last. This is also a great way to test out your scenario for Historicon. A small fee will be asked so we can raffle off a gift certificate for the Gamer Parlor.

I hope you are enjoying our new club magazine and the new format we are using so feel free to respond on ideas or changes you would like to see in these pages. I do want to let the readers know that we can always use more articles and photos. I would like to see more articles on scifi and rpg's for we are short on them.

If you are a fan of a game system or rules and you write a few articles about the system you just may get more interest and that means more gamers. Also if you are a member of a club think about submitting your clubs newsletter to be published in our magazine, or start one using our "Newsletter within a newsletter" offer. A great way to get the word out on your groups activities.

Final note, our next issue will be coming out a little later with a due date of June 30th (I will be on vacation that month) but please continue submitting your articles. So take care and happy gaming.... *David*

EDITORIAL

by David Luff

From the Editor


Is the Printed Wargaming Magazine doomed?

While researching the internet for online magazines to write my "online magazines" article I was pleasantly surprised of the electronic magazines or "ezines" that I found in my search.

Visually they were of high quality using graphics and photos which were on par with printed magazines. Articles seemed to be pretty good but will be more selective by the editor (if he is a Games Workshop fan expect more GW articles). Many ezines do focus on one type of gaming rules or era good for gamers with the same gaming tastes. Hardware wise, ezines can be published on PC's costing under \$500 and with an internet connection. Most important is a gamer with the drive and love of the hobby to put it all together.

So if the quality of ezines start matching or even surpassing printed magazines will gamers continue to pay the \$8-\$10+ cover price whereas most ezines are free?

I think it may come down to the sales of printed magazines and how much ezines will affect future sales. Also where will gaming companies be spending their advertising dollars if more gamers start reading and downloading ezines off the net? Advertisers may find in the near future that the cost of advertising on many ezines on the net will be more cost effective than the cost of one ad in a printed magazine issue.

Printed magazine better take notice before gamers and advertising start migrating to the net and away from print media. Review of online ezines can be found on page 43 of this issue of The Gamers Closet. 



The Maryland Regional Science Fiction Convention

Balticon 41

Guests of Honor:

Larry Niven
Jerry Pournelle

Artist Guest of Honor:

Joe Bergeron

Music Guests of Honor:

Jeff & Maya Bohnhoff



May 25-28, 2007 Memorial Day Weekend

Hundreds of authors, publishers, artists, scientists, musicians and over a thousand fans at the area's largest & longest running Science Fiction/Fantasy convention!

Author panel discussions, readings, podcasting, Live SF Theater, Childrens' Programming, Reading Is Fundamental (RIF) charity auction, science briefings, concerts, dances, Masquerade, Writer's workshop, poetry contest, and our Sunday Night Movie Festival! Art show, dealer's room, anime, video and tabletop gaming, skill demonstrations and other special events.

Convention membership rates:

\$45 May 30, 2006 - February 28, 2007 \$50 March 1 - April 30 \$58 after Apr 30 and at the door
Group rate available, buy 10 memberships and get 11th free, e-mail registration@balticon.org for details.

Marriott's Hunt Valley Inn

just north of Baltimore on I-83 -- Free Parking

Hotel Rate for Balticon: \$123.00+ tax, single-double-triple-quad; call the Marriott for reservations at 410-785-7000.

Online registration and more information on our web site: WWW.BALTICON.ORG

Phone: 410-JOE-BSFS (563-2737)

Email: balticoninfo@balticon.org

Balticon
P.O. Box 686
Baltimore MD 21203-0686

Sponsored by the Baltimore Science Fiction Society,
a 501(C)(3) non-profit educational organization.

Live in or near Maryland? Visit a BSFS meeting sometime and check out our free SF lending library.
Check out www.bsfs.org for details - or contact volunteers@balticon.org to find out how you can help!

Balticon is a service mark of the Baltimore Science Fiction Society. © 2006 Baltimore Science Fiction Society.



I was planning on running a game at FALL IN 2006 and needed some portable terrain to take with me. Although I am a big fan of using felt I did not want to take the time setting up the terrain. So I thought why not have most of the terrain already on the board (or cloth). To my luck I came across a yard sale selling an old army blanket which looked like it was used as a painters drop cloth. Not bad for \$1 so I picked it up and started planning on how to get the terrain mounted on the army blanket. Thinking in 2D what terrain features will be flat, so I decided on roads, water (lakes and streams), woods, fields, and urban area (BUA), ie; towns. Now, what do I use to print onto the blanket, or

should I say paint!

So heading to your local Walmart I picked up the cheaper brand of spray paint at \$1 per can. They were limited on the colors but I was able to pick up the following colors:

- Black: roads
- Blue: water
- Green: woods, fields
- Brown: woods, fields
- Tan: woods, fields
- Gray: BUA
- Original blanket color: Open area



that gives me 7 colors to use. You can pick up more expensive brands to fill in the colors that you want to use.



I could just start spraying but that would be messy and no way to square off different areas so I broke down a few cardboard boxes. With the squared areas I used them to outline the different areas and sprayed the colors I wanted to represent different terrains. Before spraying I suggest that you wear some old clothes and in an open area because of the fumes. Different color areas will represent different terrains such as light woods, heavy woods, and such. I use single mounted trees so fill the areas I want for woods and leave the others empty (field).





As you can see it turned out looking pretty good with the different colors. They can represent different terrain features depending on the scenario. The ones without trees are just fields. Darker woods can be heavy woods, the lighter colors are light woods.



Since the blanket is made from heavy wool I place the hills under the blanket for elevation. The thick blanket helps to keep the miniatures from sinking.



This first game showing the Soviets attacking on the right flank with two tank regiments massed. US forces are defending but are stretched too thin to stop the rush. The spots are paint stains but I think they add to the terrain.





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, ggraff7@verizon.net and web site <http://mysite.verizon.net/vzeqnab>

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.dconscripts.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>.



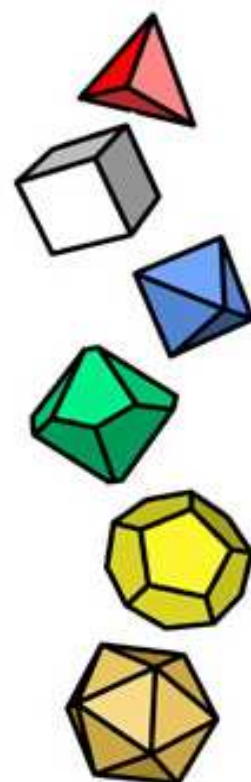


In a perfect world,
wars are fought
with miniatures,
arguments are settled
with dice,
and life
is all of that stuff you do
when you're not gaming.

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

THE ESCAPIST™

The reality of fantasy games
www.theescapist.com



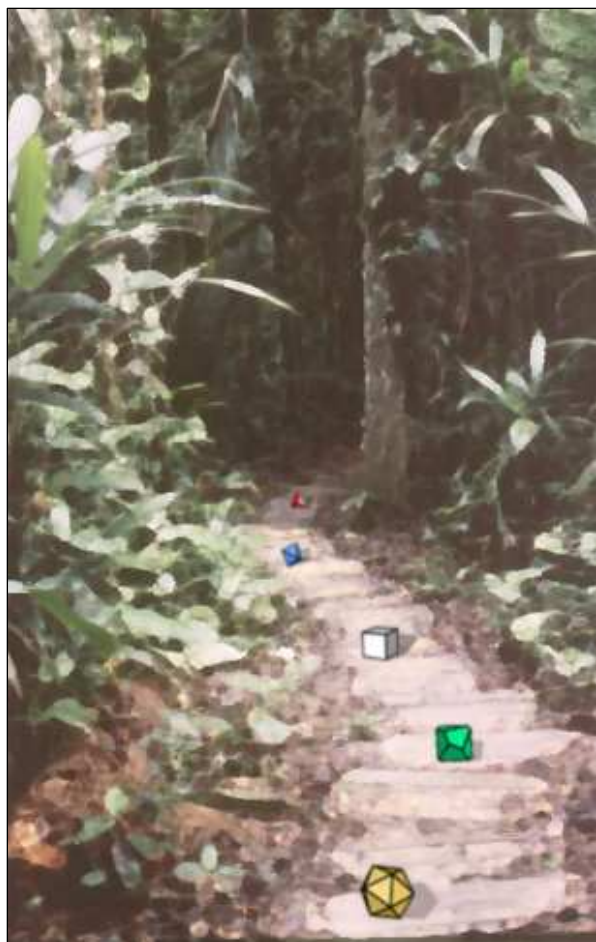
visit the Escapist and its network of gaming advocacy projects:

BeQuest



READING,
WRITING, &
ROLEPLAYING





Di.a.tribe (n) – a prolonged discourse

Lots of people stop me on the street and ask me: “Bill, where can I find tips and resources on improving my roleplaying experiences?”

Okay, actually, they don’t do this at all. In fact, I’ve never had anyone come up to me and ask me how to improve their game. What I usually get is something more akin to “What is that strange message on your shirt supposed to mean?” or “Hey, my car just died three blocks away, can I have a couple bucks for gas?”

But I really wish they would ask about gaming instead - partly because that would mean that more people would be roleplaying like I wish they would, and partly because I feel that I’ve got quite a few excellent suggestions for them.

Roleplaying Tips (www.roleplayingtips.com) – A weekly email newsletter of ideas and suggestions that has been going strong since 1999. That’s over 300 installments, each packed with nuggets of gaming inspiration. Each installment includes a general theme – such as Creating Basic Character Personalities, Running Single Player Campaigns, Humanizing Your Enemies, and How To Deal With Absentee Players – as well as a collection of tips and ideas from readers. All past issues are available on the site, or you can also purchase an archive CD-ROM for a mere \$9.95. You can subscribe and get the newsletter in your inbox each week, or read it right on the site.

Treasure Tables (www.treasuretables.org) - Martin Ralya’s blog of advice, tips, ideas and resources for GMs. Updates happen every day, practically like clockwork, and cover a broad range of subjects - keeping your players interested, writing adventures, plot hooks, free downloadable RPGs, and organizational tips, to name just a few. There’s

also a discussion forum and a GMing wiki packed with ideas and inspiration.

I Waste the Buddha With My Crossbow! (xbowvsbuddha.blogspot.com) – Dr. Rotwang!’s blog on gaming inspiration is always a fun read and full of personality. Dr. R! discusses finding inspiration for RPG ideas in everyday life and other unlikely places – like the first edition Dungeon Master’s Guide. Don’t miss his October 6, 2006 post on “The Adventure Funnel,” whatever you do.

1KM1KT – 1000 Monkeys, 1000 Typewriters (www.1km1kt.net) - Try out a new RPG, or steal some ideas from it for your own! (You may even want to try your hand at making your own RPG design...) 1KM1KT is all about publishing free RPGs that you can download in PDF format, print out, and start playing. There are articles on game design, and a forum to discuss issues with other users. It’s also a mirror site for 24hourrpg.com, a project that encourages game designers to test their abilities by creating a fully functional RPG in 24 hours, and game-chef.com, which issues the same challenge to be completed within a week – but only with specific “ingredients.”

RPGnet Wiki (wiki.rpg.net) – The official wiki of one of the longest-running RPG sites on the web. Here, users share plot and setting ideas, as well as many other fiddly bits that can make your game better – such as a list of gender neutral character names, for those times when you don’t know who will be playing a character. The best thing about a wiki, of course, is that it can get better when readers participate. So, get involved, post your own gaming ideas and tips, and help it grow!

There. That should be enough to give you some better games. You can thank me the next time you see me on the street. But please - don’t ask for gas money.

W.J. Walton maintains The Escapist (www.theescapist.com), a website devoted to role-playing game advocacy.





AAR of the First Annual SMP & Iron Fist WAB Mega Battle

by Andrew Turlington

Pictures by Andrew Turlington



Saturday, February 17. The day started out at 8am as I prepared to set out from Southern Maryland, for Chantilly Virginia, and the Game Parlor. After spending many minutes beating at the ice that had my trailer frozen to my driveway, I finally found myself on the road at about 8:30, and finally arriving at the store at about 9:30. The store didn't open until 10, so we loaded up all the toys onto a pair of carts, and waited outside the door.

We got in, and laid claim to the three tables that we had reserved. Several other players were there by 5 after, and managed to squeeze in two tables where they played 40k for most of the day. We had some issues finding the inserts to the tables, and finally jury

rigged the tables so that we could begin set up. It took us about an hour to set up the terrain, and another 30 minutes to organize the troops, and another 15 to give everyone their briefings. With all of that done, it was time to roll some dice!

The Combatants:

Anglo Saxons in the form of the Kingdom of Wessex. They were the owners of the terrain we would be fighting over. Their job was to defend their town from the various invaders of the day. Their troops were made up of mostly infantry, with some horse, and a group of Viking mercenaries.

The invading Normans. These hearty horsemen had set sail from Normandy and landed in the south of England. Marching North on an inland route, they came upon the Anglo settlement from the West, and decided to lay it to the torch!

The Caledonians, also known as the ancient people of Scotland. They were no great friend of the Anglo's, but saw the invading Normans as an even greater threat, and since they had a treaty of sorts with Wessex, due to a marriage, they came screaming out of the highlands to lay vengeance upon the invading French!

The final combatants were the mighty Danes. They landed 3 long ships on the shores, intent to raid, plunder, pillage, and so forth. Their main target was the church, as it was well known that the church held all the wealth in the southern cultures.

During this time, the Vikings were able to break into the church, and loot all of the sacramental wine, and gold and silver accoutrements. As the game was winding down, they were throwing their main battle line against the Anglo defenses. This section of the field was still contested, but the Anglo's, having been bloodied by their defense against the Normans, were outnumbered, and would not have held for long without the express favor of the dice gods!

The game ended at 4:45 with a Pyrrhic victory for the Wessex boys. Accolades were also lauded upon the Danes, who managed to sack the church, and to the Caledonians who suffered only minor losses, and managed to lend aid to the Anglo's, without really aiding them, a shrewd play on their tenuous treaty! While the Normans were killed, almost to the man, they put up a Valliant effort, suffering from dice rolling almost as bad as my own!





AAR of the First Annual SMP & Iron Fist WAB Mega Battle

by Andrew Turlington

Pictures by Andrew Turlington



The Game:

The Wessex boys, having gotten word that the Normans were abroad, and having seen the sails of the long Ships heading for their shores, deployed their troops to defend the town. The Normans entered the board such that the Caledonians were to their left, and the Anglo's to their right. The split their forces, sending their King, most of their

horse, and their heavy foot, off to assault the village, and sent the remainder of his force to slow the Caledonian advance.

The Normans made a bold decision to lead the assault with their King and his personal retinue. They spearheaded the assault over the ford leading to the town. It took about 5 to 7 turns to bring the conflict there to an end, but in the end, Wessex held the ford against all but 1 unit of Norman horsemen, while the Norman King lay dead in the mud. Things didn't fare much better for the Normans on the Caledonian side of the field either. Due to some incredibly bad dice rolling on their part on both sides of the field!

The Players:

Normans: Frank

Danes: Chris

Wessex: Patrick

Caledonians: Brian, Mike, Chris, Robbie

GM's: Ashley, Andy

The Conclusion:

All in all, it was a good game. It may have benefited from a few more troops on the table, but still was impressive in its grandeur. The intent was to get out of our normal venue, my house, and get out into public, have some fun, and meet some new people. In the end we had 9 people involved, 5 of whom had never played WAB before, and 3 of them who had never played a miniature game before! I think all of three of them are hooked, and have asked when we will be running more games.

Due to the success, we are now working on ideas for another game at Chantilly in the not too distant future. The next one will likely be a large 28mm ACW game on 2 tables, but we are still discussing options. If interested, keep an eye out in the Gamers Closet as we will have the game info there, likely in the next issue.





Are You Up For the Challenge of the Great Game?



HISTORICON 2007 is the place for the great miniature games - play historic battles, rewrite history, shop for all your hobby needs and make friends along the way!

HISTORICON is so huge it was called the "mother of all wargaming conventions" by the Wall Street Journal! Choose from hundreds and hundreds of elaborately staged wargames from all periods. A giant Exhibitor Hall offering thousands of hobby products lets you find the miniatures, rules, books and accessories you

need. Add a variety of tournaments (including Flames of War), nationally-famous speakers, informative workshops, painting events, flea market bargains and more, and you've got a convention not to be missed.

Join the thousands of hobbyists on 26-29 July 2007, who will gather for *Historical Miniature Gaming's Biggest Summer Vacation*. Extend your stay and take in the best of boardgaming too with WBC at the Host July 29th - August 5th.



July 26-29, 2007
Lancaster Motor Resort, Lancaster, Pennsylvania, U.S.A.
Info: www.HISTORICON.org



July 29 - Aug. 5th, 2007
Same venue as HISTORICON
Info: www.boardgamers.org





NEAT THINGS FOR SPRING!

by Michael Koznarsky

There are lots of cool things out there to replace those items that got dumped during the annual Spring-cleaning! Something I just didn't get around to reviewing was the cool new Pacific War stuff that Brigade Games (<http://www.brigadegames.com>) and Company B are producing, especially important to know as the WWII Pacific equivalent to "*Band of Brothers*" has finally gotten rolling. I even got a cool "Sgt Stryker" (John Wayne in "*The Sands of Iwo Jima*") limited edition figure available at Cold Wars! Be sure to check them out!

How I Paint Vol 1, A French Officer of the Young Guard

Sascha Herm

Sascha Herm is a professional painter based now in Germany. He has produced a DVD that describes how he paints his figures in an effort to help painters of any skill level. Volume 1 describes how he paints, from start to finish, a 25/28mm French Napoleonic War officer. 90 minutes.

Wow! If I had to end my review there, that would sum this up perfectly. This is an outstanding DVD and is worthwhile for wargaming painters of any skill level. The painting instruction has several chapters after a brief introduction that shows off some of Sascha's beautifully previous projects. Following a quick description of materials needed and figure preparation, the real instruction starts – jacket, trousers, lapels, epaulettes, etc., to final basing of the figure. Each chapter starts with a picture of the final product of that particular part of the painting process. Sascha describes what he does through each stage, making it very easy for the viewer to follow. He tells which paints he uses, in which proportions when mixed and exactly where to apply each shade. The close up shots are so clear and crisp that it is very easy to forget that the figure is a 25/28mm miniature! I found the chapter on painting the face (a subject that produces the most questions) particularly interesting – this is not the first part of the project, like all other painting tip books but step 6! From start to finish, the DVD is very professionally produced and well worth viewing.

Besides being an outstanding DVD, Sascha's customer care is top notch. After encountering problems when a colleague's work computer would run the DVD but not my home computer (my problem, not the DVD), Sascha immediately suggested he send a second DVD. After about a week I had another DVD in my hands. He even responded to a note on a painting forum, not knowing I had written it, to check if the DVD had arrived. Sascha really goes out of the way to make sure the customer is satisfied.

This DVD has been raved about on the Steven Dean Painting Forum. It is everything the readers said it was and more. It could make any painter, from the novice to the expert, *much* better! He is currently working on Volume 2, how to paint horses, so look for it on his website. "The DVD is formatted Region 2 so will not play on standard DVD players, however, it plays perfectly on computers without the need for additional software or adjustments - just pop it in and begin!"

<http://sascha-herm.com/index.htm>





I-94 Decals

I-94 Enterprises

I-94 makes decals for 15mm, 20mm, 1/144th, 1/285th and 1/300th scales for almost any wargaming need. Each set comes with two identical decal sheets with both sides facing out so you can see all the decals; the number of decals varies from set to set depending on size and type of decals. Of the five sets I was given to review (for 15mm scale), the WWII Hungarian/Romanian Armor set (MI-110) has 160 decals (38 in 20mm scale), WWII US N. Africa (US-120) has 172, WWII German/Italian License plates (MI-109) has 190, WWII French armor (FR-101) has 310 and WWII German armor numbers (NW-101) has a whopping 340 decals!

Long gone are the days when I painstakingly painted the insignia on my WWII planes. It was a task I put off for as long as I could – my WWII armor still does not have insignia because I put it off for so long that I have not gotten around to finishing them completely. I have no idea what I was thinking. There are just so many advantages to using decals – they are a breeze to apply, they are uniform and they are inexpensive!

The advantage of using I-94 decals, especially for planes, is they provide different size decals in the same packet. The Hungarian/Romanian packet, for example, has 10 small under wing/fuselage and eight medium sized decals (there are obviously more in sets dedicated to a single, more common nationality like the US, UK, Germany, etc. – as an aside, one of the WWII German sets is the only one to produce tail swastikas without a circle around them).

Use whatever style you prefer to apply the decals and you will be very pleased with the results. You will find that the very necessary finishing touch of adding unit/national insignia is accomplished very quickly for little effort and cost!

<http://www.i-94enterprises.com>



SUTTON SKUNK/HOLT ARMORED TRACTOR



Company B

Company B makes a wide range of 1/56th scale vehicles for WWII (at this time most of their vehicles are for the WWII period). If you are tired of looking for hard to find – and in the case of the Sutton Skunk – or obscure vehicle, Company B

needs to be the first place you search. After doing some research, their design team identified the AFVs that were missing in the market and decided to produce them. Their current line has vehicles primarily for the Pacific War and North Africa but if you check out their website you can see there is a wide range things intended - and you can see where these vehicles are in their stages of production. The plans Russian Civil War trains look intriguing!

The Sutton Skunk is intended to support the Russian Civil War and the back of beyond. Francis Sutton was an engineer who lost his right hand at Gallipoli during WWI. He became more famous as an inventor and designer of weapons and was an advisor to Chinese warlords. While this AFV works perfectly for this period of fighting it shouldn't be limited by it. It is suitable for type of wargaming, from historical to even sci-fi, where unique looking vehicles are needed.

I had a chance to play with this before it was released at Cold Wars 2007. Made of three pieces of resin, the treads fit snugly into the sides of the tractor, guided by two male/female plugs/receptacles. Some very minor filing may be needed because the fit is very precise (remember that the wheel with the metal bits over it goes to the front). The casting and sculpting are top notch; while this tractor is a must for anyone who likes to game in the back of beyond, it is also one of those very cool vehicles that works for other wargames as well.

The initial plans were to produce only about 40 of these vehicles on a limited basis - FYI!

A driver, specific for this vehicle is in the design state, so look for it! Company B vehicles and drivers, riders, stowage and decals that support these vehicles are available through the Brigade Games website.

<http://www.companyb.biz>





Peregrine Computer Consultants Corporation

Friendly faces who can actually make sense out of computer hardware and software integration; provide full desktop, network and server support; spike SPAM and Viruses; design, host and maintain your website for the long-haul; or handle just about anything that involves computers.

It has been said “we dream in code” . . . but we translate dreams into plain English . . . and reality.



Our top salespeople are our clients

Web: <http://www.pccc.com/> • email: pccc-dot-com@pccc.com • Telephone: 800.823.8402

THREE HISTORICAL SCENARIOS FOR “BATTLELORE”

Original Scenarios by Rick Wynn

Here are three historical scenarios for “Battlelore”, the (relatively) new game from Richard Borg and published by Days of Wonder. For those not familiar with the game, it is a medieval/fantasy game combining miniatures, dice, and cards. It closely resembles its ancestors and cousins “Battlecry” (about the American Civil War) and “Memoir 44” (WW2).

Unless otherwise noted, all standard “Battlelore” rules apply to these scenarios. None of the fantasy elements of the standard game are in effect for these historical scenarios, of course.

Brown hexes on the maps are elevated terrain, green are woods.

LUGDUNUM: I use the figures from Eagle Games “Conquest of the Empire” to construct a Roman vs Roman battle. My research gave me the strategic context for the battle and approximate numbers of troops, but otherwise I could find nothing about the ground or orders of battle except that Severus was supposed to be superior in cavalry. Hence the map is imaginary, although I hope interesting. As usual, four infantry or three cavalry figures make a unit; the catapult units are represented by two figures.

HASTINGS: For this scenario I use the regular “Battlelore” figures, straight from the box. The Saxons frankly have a tough row to hoe, given their inferiority in archery and their complete lack of cavalry. On the other hand, they are in an excellent position to endure the Norman attack. The Saxons should probably bide their time and accumulate three or four command cards that compliment each other, to launch a devastating counterattack when the time is right. A move of light forces through the woods might also be a useful maneuver, if the cards support this.

SEKIGAHARA: I use the figures from the “Shogun” (later “Samurai Swords”) game. Samurai units are represented by three sword figures and one flag bearer.





THREE HISTORICAL SCENARIOS FOR "BATTLELORE"

Original Scenarios by Rick Wynn

LUGDUNUM – 197 AD **Septimus Severus versus Clodius Albinus**

Septimus Severus (red and yellow pieces) starts with five command cards and moves first.

Albinus (purple and green pieces) starts with four command cards.

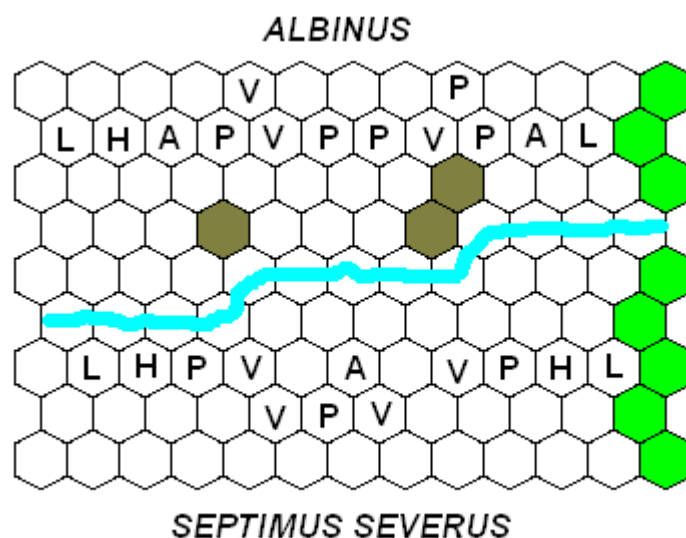
Victory Condition for both sides is six enemy units destroyed.
The stream is fordable everywhere.

UNIT	TYPE	BANNER COLOR	WEAPON	NOTES
Hvy Cav (red and purple)	Cavalry	Blue	Javelins	
Lt Cav (yellow and green)	Cavalry	Green	Javelins	
Veteran Legion (red and purple)	Infantry	Blue	Short Swords	Bold
Provincial Legion (yellow and green)	Infantry	Blue	Short Swords	
Artillery	Artillery	Green	Catapults	

New Troop Type – Artillery: When ordered, move 1 hex OR battle. Count as infantry for purposes of being attacked (i.e. Short Swords get full Bonus Strikes versus Artillery).

New Weapon – Javelins: Range 2 hexes, never get Bonus Strikes.

New Weapon – Catapults: Range 2 – 5 hexes, Bonus Strikes versus all.



H = Heavy Cavalry
A = Artillery

V = Veteran Legion
L = Light Cavalry





THREE HISTORICAL SCENARIOS FOR "BATTLELORE"

Original Scenarios by Rick Wynn

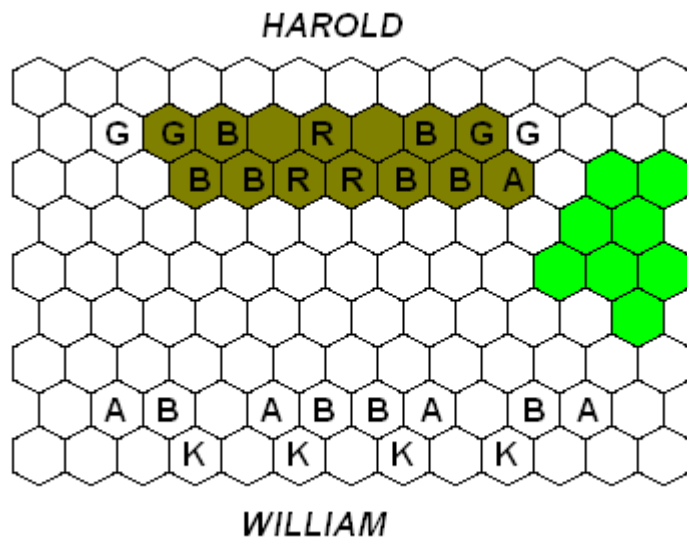
HASTINGS – 1066 AD

William of Normandy versus Harold the Saxon

William (standard banners) starts with five command cards and moves first.

Harold (pennant banners) starts with four command cards.

Victory Condition for both sides is six enemy units destroyed.



- R = Saxon Housecarls (Red Infantry)
- B = Saxon Select Fyrd or Norman Foot (Blue Infantry)
- G = Saxon Local Fyrd (Green Infantry)
- A = Archers
- K = Norman Knights (Blue Cavalry)





THREE HISTORICAL SCENARIOS FOR "BATTLELORE"

Original Scenarios by Rick Wynn

SEKIGAHARA – 1600 AD Tokugawa Ieyasu versus Ishida Mitsunari

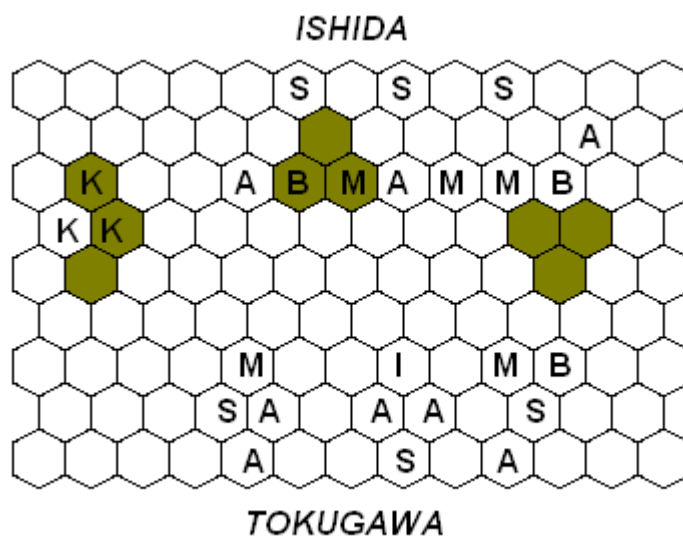
Tokugawa (blue and red pieces) starts with five command cards and moves first.

Ishida (purple, orange, and green pieces) starts with four command cards.

Victory Condition for both sides is six enemy units destroyed.

The Koboyakawa clan (grey pieces) is initially neutral. If they are attacked or moved adjacent to, they immediately join the other side. Otherwise, they join the first side to accumulate seven Lore tokens (as a result of Lore results on combat rolls). The Tokugawa player starts the game with one Lore token already.

UNIT	TYPE	BANNER COLOR	WEAPON	NOTES
Samurai Clan	Infantry	Blue	Longswords	Bold
Ii Clan (red pieces)	Infantry	Red	Longswords	Bold, move as Blue
Koboyakawa Clan (grey pieces)	Infantry	Blue	Longswords	
Ashigaru Spears	Infantry	Green	Longswords	
Bowmen	Infantry	Blue	Bows	
Muskets	Infantry	Green	Muskets (as Cross-bows)	



S = Samurai
A = Ashigaru

I = Ii Clan
B = Bowmen

K = Koboyakawa Clan
M = Muskets

Official webpage: www.battlelore.com





ANIME PAVILION

Retail Store

115 Hillwood Ave # 10

Falls Church, VA 22046

Phone (703)534-1544 Fax (703)534-1527

Anime, Manga, Comics, Toys, Trading Cards (Yu-Gi-Oh, Pokemon, Magic, Sports Cards), Music, Collectibles, Posters, Wall Scrolls and More!

NEW LOCATION!

Weekly Events,

Tournaments and Sales.

Saturday-Thursday 11:00-8:00

Friday 11:00-9:00

Yu-Gi-Oh Tournaments, Magic Tournaments

Monthly Anime Celebrations

Yu-Gi-Oh Tournaments

Friday 6:00 Sign-Up @ 5:30

Sunday 2:00 Sign-Up @ 1:30

Magic the Gathering Tournaments

Saturday 2:00 Sign-Up @ 1:30



The Best Selection of Anime, Manga, and Sports Card Merchandise on the East Coast!

One Stop Shopping for all your Anime, Comic, and Sport Card Needs!

KNIGHTS OF THE DINNER TABLE

Review

By David Luff

Publisher: Kenzer and Company

Published: Monthly

Cost: \$4.99 www.kenzerco.com

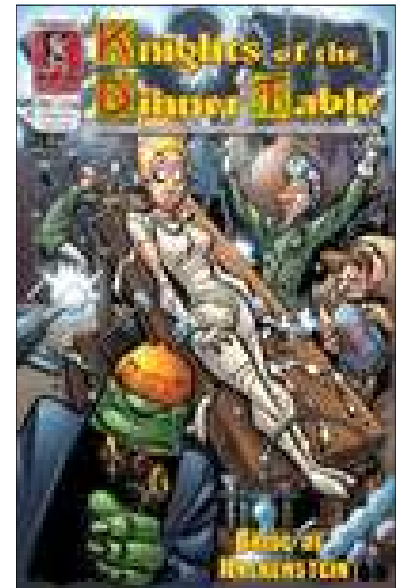
Started way back in 1990 as a filler strip for Shadis magazine, editor Jolly Blackburn has turned The Knights of the Dinner Table (KODT) from a simple strip to a monthly comic and now a 80 page gaming magazine. I have been a fan of KODT for about 10 years and get my copy from the local game store (hi, Rob).

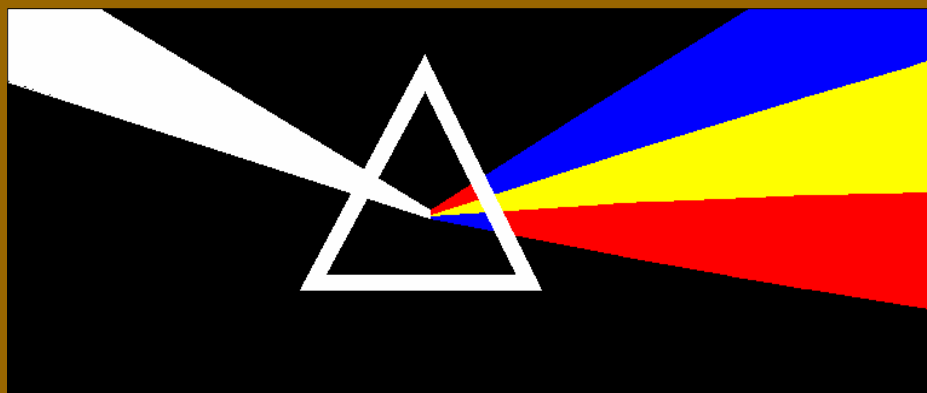
The background of the magazine is following a group of role players known as KODT and the adventures and off the table. KODT plays a RP game called "Hack Master" from "Hard Eight Enterprises" (a fictitious game publisher).

The group includes B.A. Felton (group DM), Sara (his cousin), Bob, Dave, and Brian. As an old role play gamers each issue has me laughing out loud as they interact with each other on the gaming table. Sara tries to be a true role player as the rest of the guys just play hack and slash, with Brian being the group rules lawyer (we have seen them before) and poor o' B.A. trying to keep his adventures from being trashed.

Besides following the mis-adventures of the group the magazine has expanded with game reviews, playing aids, comic reviews, letters from readers, industry news, and much more.

I may have left my gaming roots but I get to relive them every month through the pages of KODT.





FOUR COLOR FANTASIES

Comics & Games

80 Weems Lane
Winchester, VA 22601
540-662-7377

Open Mon & Tues Noon - 7:00 pm
Wed 1:30 pm - 7:00 pm
Fri Noon - 8:00 pm
Sat 10:00 am - 5:00 pm
Call or email us at mikefcf@visualink.com for
directions

We have a great selection of Wizards of the Coast AD&D 3.5 books



Our Magic: the Gathering singles go back to Arabian Nights – all cards not just Rares.



We carry used games Looking for older issues of Dragon, Dungeon, or Knights of the Dinner Table? We carry them.



D&D minis, Reaper minis,
HeroClix, Axis & Allies,
MechWarrior, and Star Wars
CMGs



And Much more.....



THE BATTLE OF HURTGEN FOREST

WWII Battle; Part 1 of 2

by Ben Lacy

The Hürtgen Forest, covering roughly fifty square miles just south of the ancient city of Aachen along the German- Belgium border, was described by those who were there, as a "weird and wild" place. It was not a primeval forest but it was hand planted in modern times at the order of the German General staff to take the most advantage of every hill and valley using the thick spruce and balsams squat limbs to the ground like football linemen challenging an advance. Here "the nearly one hundred foot tall dark pine trees and dense tree-tops gave the place, even in daytime, a somber appearance which was apt to cast gloom upon sensitive people." It was like a green cave, always dripping water. The firs interlocked their lower limbs so that everyone had to stoop all the time. The forest floor, in almost perpetual darkness, was devoid of underbrush. Add to this gloom, a mixture of sleet, snow, rain, cold, fog and almost knee-deep mud. This was to be setting for the most tragic battle of World War II.

The battle began on September 19, 1944 when the 3rd Armored Division and the 9th Infantry Division moved into the forest. Six additional infantry divisions would be called upon only to emerge mauled, reduced to few in number and low in spirit. Only two would make it all the way through: The First Infantry Division along the northern edge, and the 78th Infantry, which eventually seized the dams as the Rohr campaign closed. Statistics reveal that for every yard gained, the Forest claimed more lives than any other objective the Americans took in Europe.

The lieutenants and captains quickly learned that control of formations larger than platoons was nearly impossible. Troops placed more than a few feet apart couldn't see each other. There were no clearings, only narrow firebreaks and trails. Maps were almost useless. When the Germans, secure in their bunkers, saw the GIs coming forward, they called down pre-sighted artillery fire, using shells with fuses designed to explode on contact with the treetops. When men dove to the ground for cover, as they had been trained to do, they exposed themselves to a rain of hot metal and fragmented wood. They learned that the only way to survive a shelling in the Hürtgen was to hug a tree. This way they exposed only their steel helmets to metal and fragments coming straight down from the top of the trees.

With air support and artillery almost useless, the GIs were committed to a fight of mud and mines, carried out by infantry skirmish lines plunging ever deeper into the forest, with machine guns and light mortars their only support. For the GIs, it was a calamity. In the September action, the 9th Infantry Division and 3rd Armored Division lost up to 80 percent of their front-line troops, and gained almost nothing. "Call it off" is what the GIs wanted to tell the generals, but the generals shook their heads and said, "Attack."

On November 2, the 28th Infantry Division took up the fight. The 28th was the Pennsylvania National Guard and was called the "Keystone Division" referring to their red keystone shoulder patch. So many of the Pennsylvania National Guard fell here that the Germans decided their name should be changed from the "Keystone Division" to the "Bloody Bucket Division," since the keystone looked somewhat like a bucket. When the ➡



28th tried to move forward, it was like walking into hell. From their bunkers, the Germans sent forth a hail of machine-gun, rifle-fire and mortars. The GIs were caught in thick minefields which stalled their attack.

For two weeks, the 28th kept attacking, as ordered. On November 5, division sent down orders to move tanks down a road called the Kall trail. But, as usual, no staff officer had gone forward to assess the situation in person, and in fact the "trail" was solid mud blocked by felled trees and disabled tanks. The attack led only to more heavy loss of life.

The 28th's lieutenants kept leading. By November 13, all the officers in the rifle companies had been killed or wounded. Most of them were within a year of their twentieth birthday. The Keystone doughboys remained on the line for fourteen days; they drove over a matted mountain to capture the towns of Kommerscheidt and Schmidt only to be overwhelmed by a panzer counterattack and to come out minus one whole regiment except for 350 men.

As the 28th Infantry withdrew, Combat Reporter Ivan H. Peterman was witness and wrote the following report: "When survivors retired from the Hürtgen Forest today, they crouched in their vehicles, staring straight ahead. If there were heroics to recount, someone else had to talk. The men of this unit would not. Too many of their companions remained behind, too many were dead or missing, too many grievously wounded and shattered in nerves and spirit. If they never saw the Hürtgen Forest again it would suit them. If they never traveled in fragrant ravines, pitched another tent or hewed out a hut to ward off fragments and falling treetops, if they never saw a timbered slit trench, or smelled the tangy odor of burning cones and felt the springy needles underfoot, they wouldn't care. They had enough. They hated the Forest and all it defended. They hated its roads and ridges. They hated its cold and dampness. They hated its lurking death and the constant feeling of unknown danger. Yes, they hated the Hürtgen Forest where the stately Douglas firs with their epaulets of snow, ranged like frosted grenadiers, close ordered on hillsides -- immutable, impenetrable, defiant...."

However, Generals Bradley and Hodges remained determined to take the Hürtgen Forest. Next, it was the 4th Infantry Division's turn and this seasoned outfit took possibly the worst losses of all. This division had led the way onto Utah Beach on June 6th, and had gone through a score of battles since. Not many D-Day veterans were still with the division -- most were dead or badly wounded. Here in the Hürtgen Forest, the 4th Infantry Division would be asked to pour out its lifeblood again.

Between November 7 and December 3, the division lost over 7000 men, or about ten per company per day. "Replacements flowed in to compensate for the losses but the Hürtgen's voracious appetite for casualties was greater than the army's ability to provide new troops." Lieutenant Wilson recorded his company's losses at 167 percent for enlisted men. "We had started with a full company of about 162 men and lost about 287." Sgt. Mack Morris was there with the 4th and reported: "Hürtgen had its fire-breaks, only wide enough to allow two jeeps to pass and they were mined and interdicted by machine-gun fire. There was a mine every eight paces for three miles. Hürtgen's roads were blocked.





The Germans cut roadblocks from trees. They cut them down so they interlocked as they fell. Then they mined and booby-trapped them. Finally they registered their artillery on them, and the mortars, and at the sound of men clearing them, they opened fire."

After the 4th Division was expended, the First Army put its 8th Infantry Division into the attack. On November 27, it closed in on the town of Hürtgen, the original objective of the offensive when it began in mid-September. Orders were given to Lt. Paul Boesch, Company G, 121st Infantry, to take the town. At dawn on November 28, Boesch put one of his lieutenants on the left side of the road leading to the town while he took to the other side. When he gave the signal, Company G charged. "It was sheer pandemonium," he recalled. Once out of that damned forest, the men went mad with battle lust.

Boesch described it as "a wild, terrible, awe-inspiring thing. We dashed, struggled from one building to another shooting, bayoneting, clubbing. Hand grenades roared, fires cracked, buildings to the left and right burned with acrid smoke. Dust, smoke, and powder filled our lungs, making us cough, spit. Automatic weapons chattered while heavier throats of mortars and artillery disgorged deafening explosions. The wounded and dead -- men in the uniforms of both sides -- lay in grotesque positions at every turn. Lt. Paul Boesch was wounded later that night by a German shell and was sent to a hospital in the States. He would be one of the few left to report the battle. "Dead men tell no tales."

The 8th Division did not get far beyond the town before it was used up. A staff officer from regiment visited the front and reported, "The men of this battalion are physically exhausted. The spirit and will to fight are there; the ability to continue is gone. These men have been fighting without sleep for four days and last night had to lie unprotected from the weather in an open field. They are shivering with cold, and their hands are so numb that they have to help one another on with their equipment. I firmly believe that every man up here should be evacuated through medical channels. "Many had trench foot; all had colds or worse, plus diarrhea.

It was time to send in another division. The 2nd Ranger Battalion was brought in. It had fought on Omaha Beach on D-Day and fought costly battles in Normandy and although it had taken 100 percent casualties, the core of the force that Lt. Col. James E. Rudder had led ashore on June 6 was still there. The battalion was assigned to the 28th Division in the Hürtgen and moved into the line. It immediately took casualties from mines and artillery, and then the men sat in foxholes and took a pounding.

On December 6, orders were given to attack Hill 400 (named after its height in meters). It was on the eastern edge of the forest and therefore the ultimate objective of the campaign. The hills provided excellent observation as the highest point in an area of mixed farmland and forest around it. The Germans had utilized it so effectively that neither GIs nor vehicles moved during the day, as the slightest movement around it would bring down 88's and mortars. The First Army had thrown four divisions at Hill 400 but after every attempt, the Germans were able to hold it. More blood would be needed. Ranger companies A, B, C, D, E and F moved to the base of the hill under cover

Part 2 will be in Issue 57 of The Gamers Closet





EAGLE & EMPIRE GAME SHOP

Retail Store

**Kingstown's Newest
Game & Hobby Shop**

EAGLE & EMPIRE

GAME & HOBBY SHOP

Games Workshop
Flames Of War

Model Rocketry
HO & N Trains
Puzzles
Hobby Supplies

Dungeons & Dragons

Comics & Models

Mon., Tues. 10am-6pm
Wed.-Fri. 10am-10pm
Sun. 11am-6pm
Sat. 10am-6pm

WWW.EAGLEANDEMPIRE.COM

6468 Landsdowne Centre • Alexandria • 703-550-6124



OLD DOMINION GAME WORKS (ODGW)

Game Company

Old Dominion Game Works is a miniatures wargame rules company based in of Winchester Virginia and operated by a partnership of 5 gamers in the their spare time. Our current game lineup consists of Mein Panzer Jr., a free download from our website designed for kids ages 5 and up to play with their toy tanks, Mein Panzer which is a base rules set for ground combat designed for 6mm, 10mm, 12mm and 15mm miniatures at 1:1 vehicle and squad sized stands. Mein Panzer is designed for the gamer to recreate battles ranging from the early 20th Century to the Ultra Modern and beyond. The Rule book contains a little bit of data from four different eras to give the player a feel for the game. ODGW also offers extensive data books as in-depth additions to the game that cover different conflicts and eras of history. These data books contain well detailed and researched equipment that was available for each conflict, special rules that apply to that conflict and some TO&E for each of the countries covered in the data book. Currently the Spanish Civil War, World War II and Data Books, the Secret Weapons of World War II Supplement and Deviation Dice, are available as additions to Mein Panzer. American Battlelines is a regimental scale game that covers the Revolutionary War, the Texas Independence War, War of 1812 and the Mexican American War. Battlelines Scenario Pack 1 is also available for American Battlelines which contains a number of scenarios from the American Revolution and American Civil War. General Quarters III is a World War II naval game for miniature ships ranging from 1/1200th to 1/6000th scale and has simple yet comprehensive rules for naval combat of the period. Subs, aircraft and radar are just a few of the rules covered in the game. Currently, the Royal Netherlands Navy Supplement, adding game material for the Dutch Navy in WWII, is also available in a download only PDF format. For more detailed information on our products, to ask any questions or purchase products check out the ODGW website at: www.odgw.com





DUEL AT DESSAU

WWII Action

by Ben Lacy

Only three days before the 3rd Armored Division's final combat action of WWII, a Super Pershing of the 33rd Armored Regiment met and defeated the most powerful and most heavily armored German tank of the war - the legendary 77-ton King Tiger, also known as the Tiger II or Tiger Royal. It would be the first and only meeting between a King Tiger and the Super Pershing, a modified standard M26 Pershing weighing 53 tons - an almost "secret" tank that, to this day, remains largely an enigma to military historians.

Only two Super Pershings were ever built, and the 3AD had the only one in the European Theater - an experimental version with its remarkably long barrel. Arriving very late in the war (March, 1945), it was field tested and modified inside Germany and subsequently saw about ten days of actual combat action, beginning several days after the Battle of Paderborn and ending with the Battle of Dessau on the Elbe River.

The Super Pershing (aka T26E4-1) was equipped with a new long-barreled T15E1 90mm gun that was designed to outperform the German high-velocity 88mm on the King Tiger. This new U.S. gun had successfully penetrated 8.5 inches of armor at 1,000 yards at 30 degrees. Even more remarkable, it had penetrated 13 inches of armor at 100 yards. The special 90mm ammunition had produced a muzzle velocity of 3,850 feet per second, or some 600 feet per second faster than the 88mm of the King Tiger. But in testing, the new 90mm also proved to have amazing range and accuracy.

Army ordnance technicians (in the U.S. and Europe) had been anxious about getting the new tank into combat, hoping to match it against a King Tiger. But by April, 1945, German armor west of Berlin had dramatically thinned out, not to mention an extreme shortage of fuel, and the odds of spotting the monster German tank were slim. But in Dessau on April 21, "luck" would befall the Super Pershing crew commanded by SSgt Joe Maduri, a veteran 3AD tanker in his tenth straight month of combat.

The 3AD had begun a four-pronged attack on the city, which was heavily defended. Division armor was finally able to enter the city slowly after numerous concrete tank barriers were destroyed. With 3AD tanks fanning out, and 36th Infantry riflemen following, the Super Pershing reached an intersection and began to round a corner to its right. Unknown to its crew, a King Tiger had apparently been waiting in ambush at a distance of two blocks or roughly 600 yards away, and in the same direction that the Americans were turning.



Cpl. John P. Irwin
Tank Gunner
Age: 18



At this distance, easily within its capability, the Tiger fired at the Super Pershing. But its infamous high-velocity 88mm shell, of the type that had destroyed so many American tanks and vehicles during the war went high and was not even close. Gunner Cpl John "Jack" Irwin, only 18 years old, responded almost instantly with a round that struck the Tiger's huge angled glasis, or front plate. But the shot, a non-armor-piercing high explosive (HE) shell, had no effect. Ricocheting off the armor, it shot skyward and exploded harmlessly. The Super Pershing had been loaded with an HE only because Irwin had been expecting urban targets, such as buildings, personnel, and light anti-tank guns. "AP," he shouted to his loader "Pete," which meant an armor-piercing shell would be next.

Maduri and crew then felt a concussion or thud on the turret. It was never known if this shot came from the Tiger, or from some other anti-tank weapon. In any case, no serious damage was done - probably a lucky glancing impact. In the next instant, Irwin aimed and fired a second time, just as the royal monster was moving forward and raising up over a pile of rubble. The 90mm AP round penetrated the Tiger's underbelly, apparently striking the ammo well and resulting in a tremendous explosion that blew its turret loose. With near certainty, the entire crew was killed. But there was no time to examine their "trophy." A battle was raging, and the Super Pershing continued down the street, passing the lifeless and burning King Tiger. Tough fighting still lay ahead, as German bazooka, *Panzerfaust*, and machine-gun fire came from windows and doorways.

The encounter with the King Tiger had been "short and sweet," lasting less than twenty seconds. It may not have been the titanic "slug fest" that could have occurred on an open field, but it was an overwhelming victory for the quick-reacting Super Pershing crew. The battle for Dessau would end completely on the following day, but not without the Super Pershing destroying another German heavy tank (believed to be a 50-ton Panther Mark V) with two shots. The first disabling its drive sprocket, and the second round completely penetrating the tank's side armor. That apparently set off an internal blast, again probably from stored ammo. And, still in Dessau, that was followed by Maduri and crew forcing the commander of a German medium tank to surrender without firing a shot. For the German crew, out of ammo for their main gun, the intimidating "look" of that long-barrel 90mm gun that must have destroyed any remaining will to fight or flee.



Left: King Tiger Mark VI
<http://www.worldwar2aces.com/>

Right: M26 Pershing
<http://www.militaryfactory.com/armor/>





PAINTED FIGURES

AWI 54mm American

by Benjamin Pecson



Army Command



Colonial Militia



Colonial Regulars



Riflemen



Colonial Light Infantry



Colonial Militia





PAINTED FIGURES

AWI 54mm British

by Benjamin Pecson



Grenadier Officer



Royal Artillery



Royal Americans



Commanding Officer

SGT STRYKER

Pacific WWII US Marine

by Michael Koznarsky

From “*The Sands of Iwo Jima*” to your wargaming table, Brigade Games now produces the John Wayne character “Sgt John Stryker” to add new character to WWII Pacific island fighting. He stands 25.5mm tall to his eyes and fits perfectly with their existing USMC line. The figure is wearing standard Marine camouflage covered helmet, full sleeves and canvas gaiters. Equipped with a rifle, ammo pouches, two canteens and shovel, this leatherneck is ready for action! This figure is available for free with the purchase of six Brigade Games PacWar figures. I cannot wait to paint mine up! *If the Army and the Navy Ever gaze on Heaven's scenes, They will find the streets are guarded By United States Marines.* <http://www.brigadegames.com>





GAME PARLOR

Retail Store



Game Parlor®

Located in the
Sully Place Shopping Center

13936 Metrotech Drive
Chantilly, VA 20151
Telephone: 703-803-3114

Open 10:00 a.m. to 10:00 p.m. everyday!

- We have a large gaming area free for use by customers
- We have eleven 3'x5' tables for board and card games
- We have four 5'x10' tables for miniatures games
- We have a private role-playing room with two tables
- We have eight networked computers connected to each other and the internet available at \$5.00 per hour (and as low as \$3.50 per hour with savings cards)
- We sell candy, chips and sodas
- We are a fully stocked game store and carry all categories of games including board games, collectible card games, wargames, miniatures, paints, and more
- We also are a fully stocked comic book store with an extensive selection of back-issue comics, along with a section for new weekly comics we have many leagues, tournaments, demonstrations and other events, so check out our calendars on our website

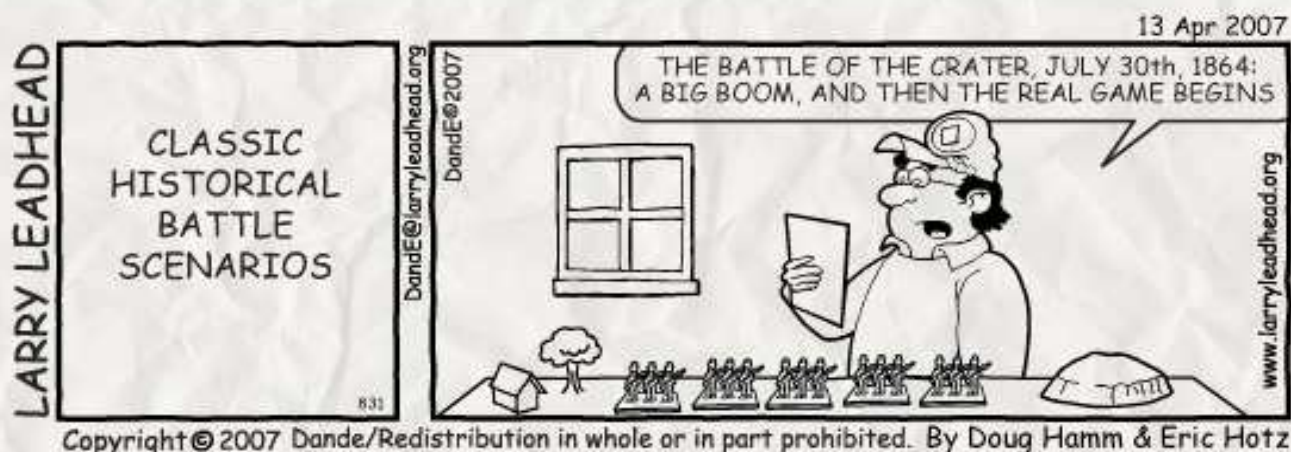
For photos, directions and calendars of events, check our website at:

www.gameparlor.com

LARRY LEADHEAD

by Doug Hamm & Eric Hotz

www.larryleadhead.org





SOCIABLE STRATEGY GAMES

Listing

by Bill S.

A gamer in our area maintains a list of email addresses that reach over 500 people who play 'sociable strategy' games (also called 'German-style', or 'Euro-', or 'designer', or 'modern' boardgames) in the Baltimore-DC-Northern Virginia metropolitan area and the surrounding regions. To minimize spamming, the list is used only in bcc, and only to announce upcoming gaming get-togethers (definite, or being planned). If you want an address added to the bcc list, send an email from that address to **salvatore_b@bls.spammfoyer.gov**, saying 'add me' (but, of course remove the spam foiler). Around the start of every month, an email is sent to those bcc addresses, listing all the regularly scheduled gaming sessions in that area that the writer knows about, plus special events in the surrounding regions. To add to that monthly mailing a notification about a session or event, write to the same address.

The writer also provides a service for semi-private groups: forwarding inquiries to a host or co-coordinator who does not want a contact email address published.

For a one-time sample copy of the free monthly push, write to the same address." If you want to take the time, you could also add your comments about the push.

In solidarity, bill s.

GAME PARLOR

Retail Store



Game Parlor®

Located in the
Prince William Square Shopping Center
14400 Smoketown Road
Woodbridge, VA 22192
Telephone: 703-551-4200

- We have a large gaming area free for use by customers
 - We have twenty 3'x5' tables for board and card games
 - We have four 5'x10' tables for miniatures games
 - We have a private role-playing room with two tables
 - We have eight networked computers connected to each other and the internet available at \$5.00 per hour (and as low as \$3.50 per hour with savings cards)
 - We sell candy, chips and sodas
 - We are a fully stocked game store and carry all categories of games including board games, collectible card games, wargames, miniatures, paints, and more
 - We also are a fully stocked comic book store with an extensive selection of back-issue comics, along with a section for new weekly comics
- We have many leagues, tournaments, demonstrations and other events, so check out our calendars on our website

For photos, directions and calendars of events, check our website at:

www.gameparlor.com



RIISING STAR 16

The Transplant was a Success!

Convention



**Bluefield, West Virginia's
very own Science Fiction convention**

**Coming in
October 2007**

Plus

- Games
- WizKids Sanctioned Heroclix and Mechwarrior Tournaments
- Classic Battletech
- Science Fiction Jeopardy
- Video Games
-
- Art Show
- Independent Film Festival
- SF Musical Comedy Show
- Collectibles Auction
- SF Merchandise
- Panels and Workshops
- Filksong Writing
- Costuming
- Fan Fiction Writing
- Local Organizations
- USS Yeager Chapter- STARFLEET
- VTSFFC- The Science Fiction and Fantasy Club at Virginia Tech
- VTSoAp- The Society of Anthropomorphics at Virginia Tech

With Special Guests

Lisa Maloney
Art Guest of Honor

White Plectrum
Musical Guest of Honor

Peg Fisher
Artist and Writer

Chris Impink and Barb
Fischer

Creators of the webcomic,
Fragile Gravity

Admission: \$5.00 at the door.

Free to Bluefield State Students, Faculty and Staff with current student/faculty ID
<http://www.rising-star.org/>



Southern Maryland Partizans Post

by Andrew Turlington

Club Report

Since the last issue of the Gamers Closet, allot has happened, it's been about 2 months!

SMP has recruited 2 more new members, that makes 4 in 2007, who would have think it possible? I would have guessed that the market in our neck of the woods would have been pretty much tapped by now, guess I was wrong! Welcome aboard to Tony, and his son, Jon.

We've played several games in the last 2 months. The first was a WAB mega battle that we ran at the GP in Chantilly on Feb 17. This was a joint venture with the Iron Fist who play Warhammer games at the GP there. This was a successful event, and we plan to do many more. You can find details in another article in this issue.



On the 19th of February, Presidents Day, we got together to re-fight the first day of Gettysburg, PA.

It was a well-fought battle, with final victory going to the Yankees, but just barely, both sides were bloodied, and mostly spent. We played using the Fire and Fury rules system, which was a first time use of the rules for our club, and several of our players. We left with the idea that we would be playing again in the near future, as everyone enjoyed the game.

Cold Wars has come and gone since the last issue. We had a good time this year. We had a few scheduling issues, and the Host was a bit shorter on space than normal, so we only ended up running 3 games, all on Friday. Our first game was an F&I skirmish game, which was full. The game played out well, and as is always the case, completely different than our play test, no plan, or game, survives first contact... Our second game was a 15mm Napoleonics game. Unfortunately, no one showed to play this one, maybe they were all in the dealers hall? The upside was that we went ahead and enjoyed the game with club members; it was only a 4-player game to begin with, so this was an easy task. Of course we were also able to tease the GM on this one, as it was his first experience running a convention game, and we told him that to initiate the first timers, we always go around telling people to not show. Our third game was also run by a first timer, who has only been playing miniatures games for about a year now. The game was a NASCAR game that he and I created. I was worried from the beginning about how many players we would get at an

historical convention, but the game was full, and we ran it again after the first, again, full. While this Cold Wars, short of ClubCon, wasn't the full weekend that we normally run, it was a lot of fun, and mostly a success.

I never did hear the final numbers for Cold Wars this year, but I would guess there were about 1000 to 1200 people there, despite the weather. It certainly paid off to head up on Thursday this year; I wouldn't have enjoyed towing a trailer in the sleet....





We had a good time on Saturday night as well, playing a game of cowboys hosted by AOCM, the Army of Central Maryland.

We had a blast, no one knew the rules, and we continually discovered through the course of the game that we were playing almost everything incorrectly, but a blast was had nonetheless. In the end, SMP was able to wrest control of the town from AOCM. The gauntlet was thrown down for a re-match at Historicon, so SMP will be hosting this game, which hopefully, will become a staple for our two clubs at future conventions. It was decided that we should have a trophy for this game, and due to some circumstances during the game; we opted to have a trophy resembling a peg leg. This will be on display at Historicon this year at our re-match game. Score between the two clubs will be kept on the trophy itself via carved hash marks under each clubs name.

Turning our sites towards Historicon, we have decided that we will likely run 3 games, and the Great Peg Leg Challenge. We are currently looking at putting together a 15mm ACW game using Fire and Fury, a 28mm Culloden game using Bloody Day, and a 20mm Stalingrad game. More details to follow in the next issue when the games have been scheduled.

While much of the impetus has been lost, SMP is still actively supporting the GM exchange project. On the 14th of April, we will be presenting a 20mm Berlin game at the DWC, Dulles Wargaming Club. There is another article in this issue covering the events of the day.

I would also like to welcome home John Hodson, of the Hughesville Wargamers Club, who just returned home from a 6 month tour of Iraq, in time to make Cold Wars! We are planning to get together in the next few months to do some colonial gaming, maybe some Sudan??? Glad you made it back safe John, and thanks again for the Kaffiya!

I suppose I have prattled on long enough, till next time....



TOP TEN U.S. MILITARY SLOGANS

By Greg Klyle

10. We don't like collateral damage, but it helps to stay out of our way.
9. Total destruction in 30 minutes or the next one is free.
8. I'm shock and he's awe.
7. We kill foreigners so you don't have to.
6. If everything is exploding around you it's probably us.
5. Dictator got you down? Ask about our new "regime change" policy.
4. Just point at what you want dead.
3. Trying to win the hearts and minds, but willing to splatter them if necessary.
2. When it absolutely positively has to be destroyed overnight.
1. Often mistaken for wrath of God!





PANTHERS AND VARIANTS

WWII Germans; Part 1 of 2

by Bob Benge

With the coming of the Panther marked a new chapter in German tank design. The Panther (Panzerkampfwagen V) was to be the medium tank replacement for the Panzerkampfwagen IV and the answer to the Russian T-34's dominance. From the Panther chassis/hull was supposed to spring many new variants to deal with most battlefield situations that the Third Reich was now in. Unfortunately, the Panther came too late to turn the tide of war over to the Germans. The Panther was to be the standard chassis for all medium tank variants from 1943 onwards. This standardization was an attempt to help raise production numbers of tanks built to meet the onslaught of Allied tanks that were mass-produced in the United States and Russia. This standardization came too late. U.S. and British air bombardment had taken its deadly toll on German production, reducing Germany to a mere shell of its former glory. The ideas and concepts behind many of the Panther variants could never come to fruition due to the demand for combat tanks on all fronts. The Reich was near its death and the dwindling numbers of Panthers were unable to cope with the hordes upon hordes of T-34s and Shermans that were streaming in from the east and west.

While sweeping across the Russian steppes during Operation Barbarossa, the German Wehrmacht was to stumble upon a most startling and unpleasant surprise. The T-34 and more heavily armored KV-1 tanks were found to be almost impenetrable to most German anti-tank weapons. Only heavy artillery and the venerable 88mm Flak guns could make any impact on the heavy skinned behemoths. It is fortunate for the Germans that Russian armor was not organized into mass armored formations at this time, else Operation Barbarossa's first year successes would never have been realized. The Germans were desperate to deal with their predicament and initiated several stopgap programs to help curb the success of the T-34/KV-1 tanks until a superior tank could be developed. The Panzerkampfwagen IIIJ special (50mm /L60 gun), the Panzerkampfwagen IVF2 special (75mm /L43 gun) and the Marder III (75mm /L51 gun) mobile anti-tank gun were pressed into service. These tanks proved to have only limited success against the Russian monsters. In November 1941 a special panzer commission was summoned to Guderian's Panzer Armee on the Eastern Front. The commission's report was then used as the basis for the tank design office of the army ordnance department to contract Daimler-Benz and MAN to design a 30ton tank mounting a 75mm KwK. L70 gun in the turret. After initial review of the designs, Daimler-Benz was to be awarded the contract in May 1942. However, after later technical review of the MAN design the contract was issued to MAN. This contract change was due to the urgency in which the design was needed at the front. The MAN design was going to use a turret that was already designed and tested, where as the Daimler-Benz design required a turret that they were going to design and build. This time and cost savings was vital to the Germans at this point in the war. The first production model of the tank was available in January 1943, which from blueprint to first production model took 8 months. This was an amazingly short period of time for a tank model to be developed. The tank was named **Panther**.

Panther D

The Panther D never was given a good shake down prior to deployment to the front so many of the design problems had to be found during training and combat. These first production models were rushed to the front to outfit the 51st and 52nd Panzerabteilungen, the 23rd and 26th Independent Panzer Regiments and the SS Panzer Regiments of Das Reich and Leibstandarte Adolf Hitler. These units were to participate in Operation Zitedelle (Citadel), the Kursk offensive. In waiting for the Panther D and Elephant tanks to be completed, the Kursk campaign was to be delayed from March 1943 to July 1943. This proved to be disastrous for the offensive and the Panther D. This delay allowed the Russians to prepare for the tactics that the Germans used all too frequently against them. The Germans did make some headway during the offensive, but losses were staggering and ill affordable considering the already weak condition of the German army in Russia. The Panther D, during the Kursk operation, proved to be a nightmare for its crews. Since no adequate trials were performed before deployment, numerous major problems were not discovered until the battle had begun. Many had engine fires, drive train failures and broke wheels and running gear while moving into the battle. What Panthers that made it into combat performed well, until, they too broke down.

The Panther D featured:

- Highly potent 75mm KwK. 42 L/70 gun with 79 rounds
- Front hull upper armor of 80mm at 55°
- Front hull lower armor of 60mm at 55°
- Front turret armor of 100mm at 10°
- A crew of 5
- Speed of 46 km/hr
- Range of 200km



Panther D (Panzerkampfwagen VD) was the first model of the Panther design and production ran from January to September 1943 manufacturing 850 tanks.

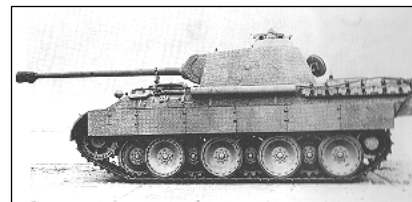




Panther A

In an effort to improve the Panther's performance the engineers corrected many of the reliability issues that plagued the Panther D and labeled the model A. Some of the improvements installed on the Panther A were:

- New turret design
- New commanders cupola
- Strengthened running gear
- Reinforced wheels
- Modified engine cooling exhaust
- Replaced letterbox machine gun opening with ball mount machine gun
- Added loader episcopes on right side of turret roof
- Removed small ammo loading hatch and side pistol ports.
- Installed roof mounted nahverteidigungswaffe (close defense weapon)
- Replaced TZF-12 binocular telescope with TZF-12A monocular telescope
- Zimmerit anti-magnetic coating applied
- Added variable speed turret traverse drive (based on engine speed)



The Panther A was the second model of the Panther design and production ran from August 1943 to May 1944 manufacturing 2,000 tanks.

Panther G

With feedback coming in from Panther A and D field units, engineers set to work to incorporate these improvements to the third and ultimately last production model of the Panther, the Panther G. Some of these improvements were:

- Redesigned hull
- Upper side armor increased
- Side plate redesigned to be a single piece for ease of production
- Driver's vision port removed from hull front plate and put on top deck with rotating periscope
- Driver's seat and controls made extendable to allow driver to put head out of top hatch while driving
- Driver and radio operator hatches changed from pivot to hinged opening
- Added gear box oil cooler
- Added flamvernichter flame trap exhaust mufflers
- Ceased Zimmerit application
- Deleted rear most damper
- Installed 3mm armored ammo bins
- In September 1944, gun mantlet chin added to prevent downward shot deflections
- In October 1944, added fighting compartment heater.

The Panther G was the third model of the Panther design and production ran from March 1944 to April 1945 manufacturing 3,126 tanks.

Operational Panther Variants

Jagdpanther

In looking for a new self-propelled mount for the newly developed 88mm Panzerjäger 43/3 L/71 gun, the Panther chassis was selected. The resultant Jagdpanther went through a number of design changes from August 1942 to October 1943 when the first production model was finished. Problems with weight, crew size, production quotas of responsible factories, technical issues with the gun mount and incorporations of lessons learnt at Kursk with the Ferdinand and Panther were the primary reasons for the design and production delays. The Jagdpanthers shared many parts with the Panthers and saw many of the improvements that were made to the Panther A and G models.





Some of the notable features of the Jagdpanther were:

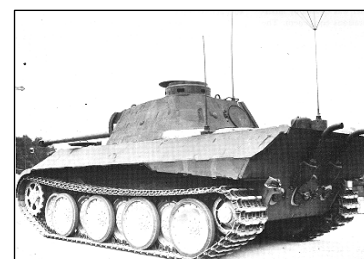
- Heavy duty transmission
- Ball mount MG 34 to the right of the main gun with 600 rounds
- 88mm L/71 gun with 60 rounds
- Roof mounted nahverteidigungswaffe (close defense weapon) with 30 rounds
- Flamvernichter flame trap exhaust mufflers
- Fighting compartment heater
- Larger self-cleaning idler wheel
- 46 km/hr speed
- 160km range



The Jagdpanther was a tank destroyer variant of the Panther design and production ran from January 1944 to March 1945 producing 392 tanks.

Panzerbefehlswagen Panther (Sdkfz 167) and (Sdkfz 168)

The Panther Command tanks were designed to be inconspicuous in combat. To accommodate the FuG 5 radio in the turret and the FuG 7 or 8 radio in the hull over the gear box 15 rounds of main gun ammo had to be removed. The Standard Command Panther (Sdkfz 167) mounts a star antenna on the rear deck of the hull for the FuG 8 radio, which gives it a range of 65km (40mi.). The FuG 5 rod antenna on the turret roof has a range of 8km (5mi.). The Command Panther (Sdkfz 168) was a more specialized vehicle designed to be used by Luftwaffe Air-to-Ground Liaison Officers for directing air strikes close to the front lines. The FuG 7 radio with a stab antenna replaced the FuG 8 radio on this model. A total of 329 Panthers were converted to Command Panthers from May 1944 to February 1945.



Panzerbeobachtungswagen Panther

This Panther was designed to be an artillery observation post. The main gun was removed and a dummy gun tube was installed in an attempt to conceal its true purpose to the enemy. A ball mounted MG 34 was installed next to the dummy gun. An EM 1.25M R (Pz) stereoscopic range finder, a Blockstelle O range-plotting table and other artillery plotting instruments were installed. A total of 41 Panthers were converted to Artillery Observation Panthers in late 1944/1945.



Bergepanther

The Bergepanther was a heavy armored recovery vehicle designed to recover the German heavy tanks (Tigers, Ferdinands and Panthers) that were in service. Features included:

- 40 ton winch
- Rear mounted spade
- 1.5 ton derrick
- MG34 machine gun
- 20mm KwK. 38 gun (only on pre-September 1944 models) on a front hull mount (were removed later in service)

Deployment of the Bergepanther was two to four per workshop and recovery company of each tank detachment and two per workshop and recovery company of Heavy tank detachments. The production run for the Bergepanther was from June 1943 to March 1945 with 240 Panther A chassis and 107 Panther G chassis vehicles built.





FIGURE MOUNTING, STORAGE, AND TRANSPORTING: My Next Wargaming Project

by Charlie Torok

I have always faced the dilemma of having to transport thousands of 15mm figures each and every time I move. Being in the Army I tend to move every 2-3 years, and over the past 23 years have moved a total of 11 times. In the past I have individually wrapped in bubble-wrap each and every stand of figures. I store the units in parts cabinets, the kind with small drawers sold in hardware stores. Facing another move this summer I was not very excited about re-wrapping all 10,000+ figures (about a 3 month process). I had three options:

[Most of the 10,000+ 15mm Napoleonic + ACW figures]

- #1 Wrap them all as before.
- #2 Sell a portion before moving.
- #3 Figure out a better way to move them.



[The work area - typical war gamers table]



What I came up with was a method used by a friend who has a large 25mm French & Indian Wars collection. Each figure is mounted on a washer that is then placed in a drawer lined with Magnetic sheets. This seemed to work great for his larger figures, so why not for the smaller ones??



Stands of British commands]



[Metal stands glued to the bottom]

Magnetic sheet material is plentiful at most hobby shops (AC Moore, Michaels) at a reasonable price [12"x24" sheet for \$6], of course I have maximized the use of 50% off coupons.





FIGURE MOUNTING, STORAGE, AND TRANSPORTING: My Next Wargaming Project

by Charlie Torok



[Magnet sheets mounted inside the storage trays]



[Figures stored in the trays]

The bigger issue is the figure mounting. With a 10,000+ Napoleonic collection and a 5,000+ ACW collection and others (Ancients, WWII....) I was in no mood to remount on to metal stands. The figures are all mounted for various rules sets utilizing balsa wood blocks.



[ACW Union -good guys- figures]



[Swedish 15mm Napolonics]

I started by looking at sheet metal to mount on the bottom of the stands (ugh), I was in no mood to cut the thousands of stands needed. Then I remembered pre cut stands that are sold by wargame suppliers. Just so happens the gaming world is abundantly supplied with pre-cut metal stands of all shapes and sizes. I contacted Tommy Gunner [<http://www.knuckleduster.com/Tommy-Gunner/Home.html>], a very efficient supplier of internet order stands (also purchased them at the Games Parlor).





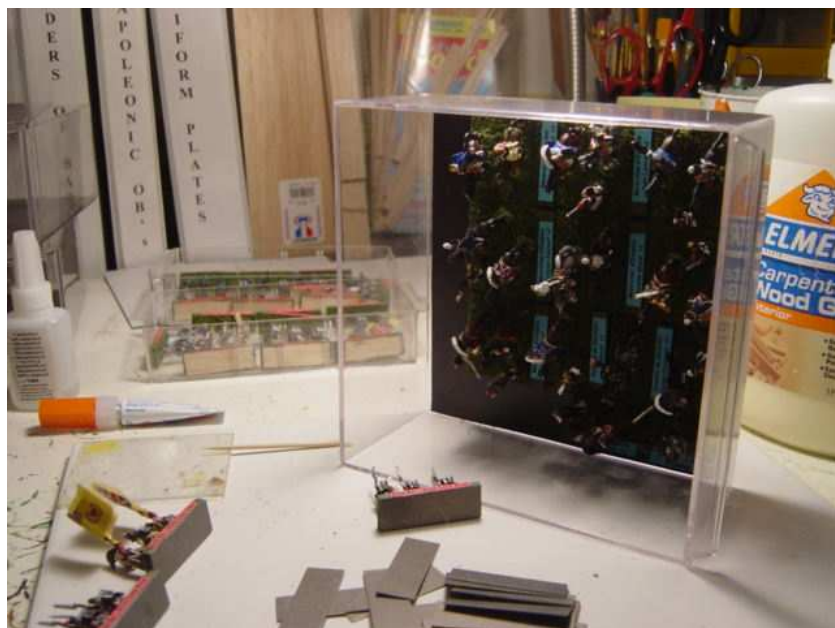
FIGURE MOUNTING, STORAGE, AND TRANSPORTING: My Next Wargaming Project

by Charlie Torok



[Tommy Gunner metal stands]

The cost is reasonable, however when the project involves thousands of stands it does run on the high side. The metal and magnet mix keeps the figures from moving around in the trays, the bond is strong enough to hold the tray upside down and the figures hold tight. My plan is to fill the tray with bubble wrap or packing "peanuts" then tape the drawers shut for packing by the movers.



[Figures stored in the trays are "bonded" enough to hold upside down]

I am about 25% completed and have already spent over \$300 on stands and magnets. I plan to finish about 50% of the project prior to moving this summer. The plan will be to finish up at the next duty station.





ONLINE E-ZINES

by David Luff



MAYA NETWORK NEWS <http://www.akhadsite.fxsystem.pl/download.htm>

I found this fanzine which is printed in Poland. The current two issues are in Polish (with great looking photos and graphics) but good news is that they plan on releasing future issues in English. A very good plan since the hobby is dominated by the English speaking world. Scanning through the current issue my Polish is non-existent but I see what looks like reenactors, scifi figures (looks like 54mm in plastic and painted, more like action figures), stories, space ships (nice), how to paint figures, some ads that are in English. Issue 1 has 47 pages with very visual colors and I just wish I could read the articles. I cannot wait for the English versions so you should bookmark this site.

BLACK GOBBO

BLACK GOBBO

<http://us.games-workshop.com/e-zine/archive.htm>

Each issue of Black Gobbo will contain articles and other media to answer your GW questions and inspire you to push the envelope of the hobby. We're going to have painting articles, army showcases, modeling articles, conversion articles, scenery articles, scenarios, tactics, mini-games, and many other fun features. Furthermore, we have made sure to cover all our games, from Warhammer, Warhammer 40,000, The Lord of The Rings, Battlefleet Gothic, and many others. Not only are we going to cover all of these games with in-depth articles, we are going to make the content look sharp, too. Ultimately, we want Black Gobbo to be a blast to read and a great source of suggestions for what you can do in the various GW worlds. Feel free to e-mail us at blackgobbo@games-workshop.com if you have ideas for improvement as we go.



INCOMING

<http://www.netepic.org/EPICentre/Downloads/>

Dedicated to the Epic scale game from Games Workshop. I was very impressed in the images and graphics in their articles with articles supporting this gaming scale and rules. The cover is from the issue #25 and you can download the rest via PDF. If you game Epic keep this site bookmarked on your computer.

Welcome to **CRITICAL MISS**

<http://www.criticalmiss.com/>

the magazine for dysfunctional role-players. We hope to offer a varied mix of articles, stories, scenarios and rules suggestions. Some will be serious, some not-so-serious, but we hope they'll all be entertaining. Some writings do have adult themes.

Critical Miss



DARGONZINE is the publication vehicle of The Dargon Project, Inc., a collaborative group of aspiring fantasy writers on the Internet. We welcome new readers and writers interested in joining the project. Please address all correspondence to [<dargon@dargonzine.org>](mailto:dargon@dargonzine.org) or visit us on the World Wide Web at <http://www.dargonzine.org/>, or our FTP site at <ftp://ftp.dargonzine.org/>.

Issues and public discussion are posted to newsgroup rec.mag.dargon.



**WARNING ORDER**

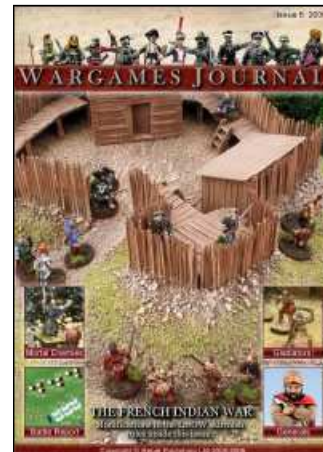
<http://www.wfhgs.com/wrngorder.html>

The official online magazine of the Wasatch Front Historical Gaming Society (WFHGS) wargaming club. It is a free, full color online publication that can be downloaded in PDF format simply by clicking on the issue icons. Each issue has reviews, battle reports, interviews, scenarios, and commentary, along with pictures of some of our recent games. Warning Order is published three times a year on an irregular schedule! Once enough material is reached to generate at least a 12 page issue, then it's generally put online. Here is the e-zine for the historical miniature gamer and is being released around 2 1/2 months but I hope the editor can bring it out more often. *I have to come clean that this e-zine heavily inspired me in developing the new format for our club's magazine "The Gamers Closet".* ed...

WARGAMES JOURNAL

<http://www.wargamesjournal.com/>

Another magazine heavy in historical games with inspiring photos from the games. Scenarios, battle reports, and figure reviews can be found in each issue. This e-zine takes on all printed magazines in photo quality and articles. Download each issue and enjoy!

**FICTIONAL REALITY**

<http://www.fictionalreality.org/>

A fanzine, maybe even an actual magazine one day, with its first issue devoted almost entirely to my two favorite miniature games [for now], Warzone and Chronopia. What?!? Why even bother with two games that are dead? Listen up slappy, cuz I'm only gonna say this once! Warzone and Chronopia ain't dead! Well, not yet anyway, and if I / we / you / Target Games / the little green men from outer space / etc... have anything to say about it both games will be around for a long, long time.

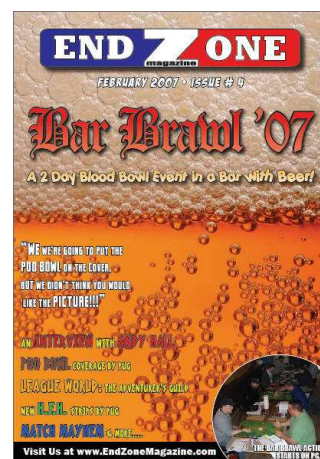
The above description is from the first issue and since then (2000) this e-zine has gone into other realms of gaming with ads and miniature reviews of figures I do not see in the local hobby stores. Very nice photos and writing with the current issue around 89 pages!

Highly recommended to be added to your bookmark.

ENDZONE MAGAZINE

<http://endzonemagazine.com/joomla/>

EndZone Magazine is an Electronic Magazine FOR the fans of Blood Bowl BY the fans of Blood Bowl. This magazine is completely unofficial and in no way endorsed by Games Workshop Limited. Blood Bowl is a copyrighted product of Games Workshop and no rights are contested by this magazine or its contents.

**IRRESISTIBLE FORCE**

<http://dnn.irresistibleforce.net/>

An e-zine dedicated to Warhammer! There are many talented people in our hobby, including painters, modelers, gamers and writers. They all have the one thing in common, and that is they enjoy playing table top miniature war games. Irresistible Force is a collection of works from the players and enthusiasts of Warhammer from around Australia and New Zealand. *You do have to signup online to be able to download the magazine.*





The Games Journal

The Games Journal | A Magazine About Boardgames

THE GAMES JOURNAL

<http://www.thegamesjournal.com/>

The Games Journal was a monthly magazine that ran from 2000-2005. Although no more journals the archive has many articles for board gamers. *It is a shame that it was not kept up.*



WARGAMES PAINTING AND MODELLING

<http://wargamespaintingandmodelling.wordpress.com/2007/04/05/issue-1-is-out-now/>

I am happy to announce that issue 1 is now available for download. Inside issue one you will find plenty of painting advice, photographic examples and wonderfully painted miniatures. Hopefully there will be something for everyone in here even if it just inspiration for a new colour scheme... Some of the articles in issue 1...

- A great piece by Rodger Williams all about building African Shanty Towns. The quality of this scenery is quite breathtaking and is surprisingly easy to replicate.
- There is the first of our WWII camouflage articles. This issue Carl Robson takes us through painting SS peadot camouflage.
- Tom Weiss takes the time to explain how he paints faces and the colours he uses on his own miniatures.
- Our "Themed Galleries" for this issue are all about Pirates, with plenty of examples of painted cutthroats...

STRIKE TO STUN

<http://www.strike-to-stun.com>

is an unofficial fanmade online-magazine for all Warhammer-Fantasy related games like Warhammer Fantasy Battle, Warhammer Fantasy Roleplay and Mordheim. You'll find here reviews, new rules, stories, workshops, background info and much more...



MILITARY PHOTOS.NET

www.militaryphotos.net

Ok, guilty, this is not an e-zine but a site for photos of current military equipment and actions. So for you modern day gamers here are some images for you.



WARFLAG

www.warflag.com

Yes, another site that is not an e-zine but the flags are great looking and can help you finish out those armies you are working on.

This site contains a flag library designed specifically for decorating wargame miniatures. There is no charge for them.

I hope you enjoyed the e-zines I found on the net but if you of any that are not listed here please send me the URL so I can take a look and get them listed in the next issue. Editor





THE NATIONAL CAPITAL MODEL SOLDIER SOCIETY

We're Moving to September!!!!!!

For

46th Annual Washington Show



Saturday
September 15, 2007

9am-5pm

New date; same Location:

**Northern Virginia
Community College**

8333 Little River Turnpike/Route 236
Annandale, Virginia



Look for upcoming details on our website: <http://www.geocities.com/ncmss/>



A WARGAMER'S REVIEW OF MOVIE "300"

by Justo Perez [Justo.Perez @ coair.com]

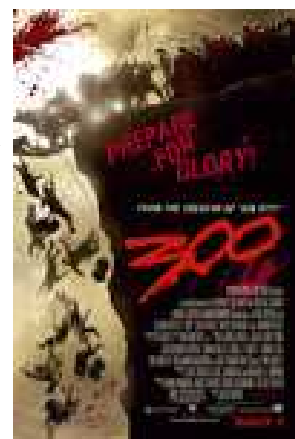
Sent by Pete Panzeri

As you may know, the movie "300" is based on a graphic novel, which is in turn based on the historical battle of Thermopylae (around 500BC). If you've read Victor Hanson's, "Carnage & Culture," you'll have a better appreciation for the political message in the movie; and if you agree with Hanson's thesis, you will be thrilled that modern Persians (Iranians) are pissed off about the movie.

Here's how I rate the movie "300"

- If you're Conservative, you will love it.
- If you're Liberal, you will hate this movie. You are better off watching a re-run of Streisand's "Yentl."
- If you're a Libertarian, you will probably appreciate the historical quotes and enjoy the movie at face value.

The fact that there are no big name Hollywood Stars in the movie, is very refreshing; there are no pretty-boy-stars like Brad Pitt or George Clooney, etc. to over shadow the movie's story. This movie dares to stand on it's own without need for Hollywood celebrity fan fair.





BROWN RAIL FENCE

A simple way for bring some rail fences to your ACW game by just copying and cutting out. Then just fold down the center and you have fences. The photos of the games using the fence look pretty good and just printing them is very inexpensive.

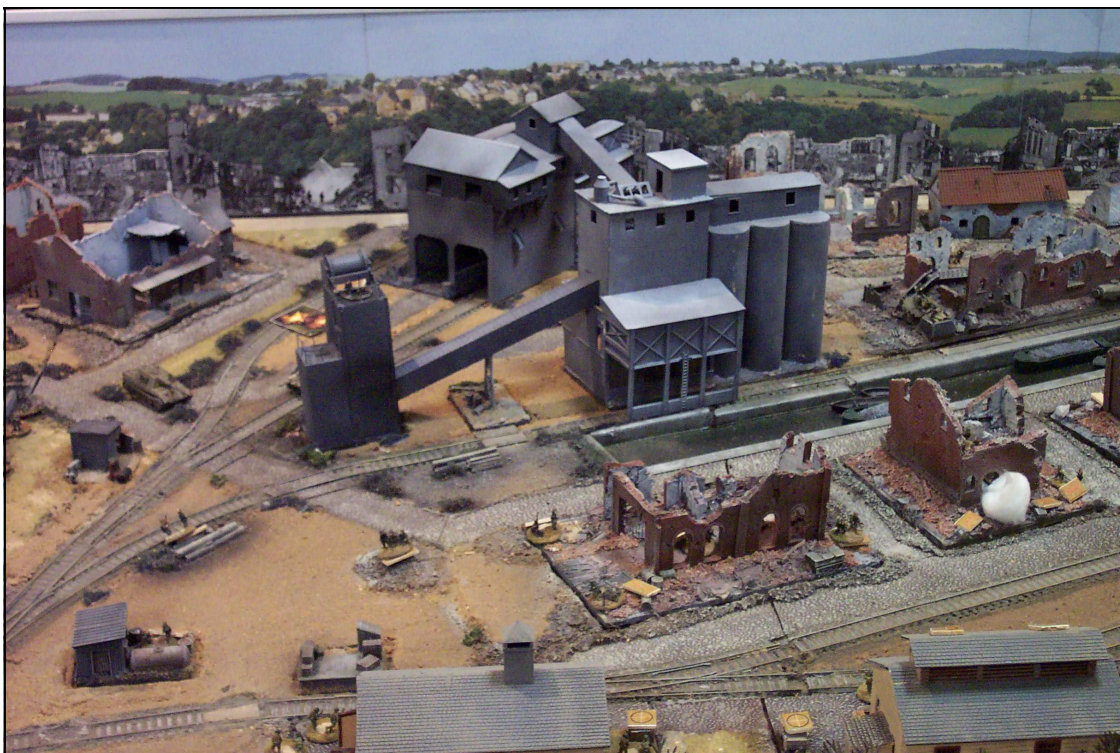


copyright 2007 www.miniaturewargaming.com





Here are some photos from the show in March. I am always impressed at what gamers can accomplish on the terrain for their events. If you want inspiration just take your camera and go to one of the HMGS shows.









GM EXCHANGE PROGRAM

by Andrew Turlington

It's been awhile since this idea came about, back in 2005 I believe? In the spirit of continuing the project, the Southern Maryland Partizans offered to run a game for the Dulles Wargaming Club out in Sterling, Virginia.

The game was run on Saturday, April 14th, and there were 4 members of SMP and 6 from DWC present at the game. We used the Final Combat rules system, as written by Ben Lacy, head honcho out at DWC. This was my first time running the rules, and I could have been better prepared, but Ben was able to help out, and keep everything moving along at a great pace. Technically we played 5 turns, but with the way the rules are written, that sounds bad, but isn't, it was more like 45 turns of play. For anyone who hasn't played, there are a number of turns within a turn. 5 Turns was enough to see one of the German tanks move from one side of the table, to the other, and back again, shooting all along the way....



The game presented was a 20mm WWII game, taking place in the final days of Berlin. The game centered on elements of 2 Russian Guard Armies trying to gain control of a rail station inside Berlin to use as a staging area for the continued push on to Tempelhof Airport. The German forces were comprised of thrown together units of Heer, Luftwaffe, Hitlerjugend, and Volkssturm. There was a re-enforcement squad of Panzer grenadiers, but they came on too late to affect the outcome.

The Germans won the day by a large margin. Ben was in charge of the Russian heavy armor, and he was simply punished from the outset, and it never relented. He managed to lose his IS-2 on the first turn of the game to a Panther, and I gave him a second one, and he moved it twice before being fired up by some panzerfausts, losing it in quick order as well. He was a great sport about it though, and you can be sure we won't let the whole matter drop until sometime next year!

In the end, neither of the sides were able to take their objectives. The Germans held the Russian objective, and the German objective was empty, the German defenders having been destroyed by a T34-85 and some HE! 4 Russian tanks were burning; both German tanks were still in play, though a Katyusha rocket did manage to take out one of the King Tigers tracks. The German infantry was about as thin as it could possibly be, but they still took the day, not they managed to be more than a speed bump in the larger picture, Berlin never stood a chance!



If you have never played Final Combat, you should give it a try, it's a great game. Ben has a yahoo group at http://games.groups.yahoo.com/group/Final_Combat/. He has another set of rules, based on the same mechanics, for moderns, called SOF Warrior. Both of these rules will be reviewed in Issue 8 of Wargames Journal, take a look.

I have made a couple of small tweaks to the scenario, and we will be running it in Southern Maryland on the 28th to see how it plays out this time.

We will certainly do this again and again, whenever our schedules allow, if only our two groups were closer together! I would like to thank everyone who came out, Ben Lacy, Peter Fliss, Rich Fisher, Mike Ottenberg, Stan Paukovich, Jeff Vick, Rich Low, Ashley Johnson, and Brian Kuykendall.





Napoleonic's War Master

By- Michael Carmichael, Andre' Ruediger, and contributing play-testers; writing editor Justo Perez (9/27/06)

Introduction

Napoleonic's (WMN) is a variant set of supplementary rules for use with existing War-Master Ancients (published by Games Workshop). The primary focus of these rules is with artillery and musketry, which is available in large numbers in the 18th century. These weapons, with their penetrating effect, rendered armour obsolete. Therefore, the typical armour-save roll has been supplanted to represent a unit's ability to sustain losses, i.e. the better a unit's save value, the more resistant to attrition.

Supplement & Variance

With exception of the rules listed below and those obviously not pertinent to 18th century warfare, all the WMA rules are used with this Napoleonic's variant.

Artillery –

Artillery pieces of the 18th century were much more manageable than in ancient times; the guns were lighter and mounted on wheeled carriages; they could be limbered for transportation and un-limbered for combat action. In comparison to ancient guns, these modern guns were much more nimble and were easily trained on a target. To simulate this enhanced technology, guns are given a wider firing arc of 90° (45° from centre, left or right) and movement rates are increased accordingly.

To move a gun it must first limber; an un-limbered gun may pivot in place without being limbered, but a command must be expended to do so. An equivalent of 10cm of movement must be expended in order to limber or un-limber a gun. Limbered movement range for foot-artillery is 20cm and horse-artillery 30cm. Foot-artillery could limber, for 10cm and move the remaining 10cm. Un-limbered guns can be moved (man handled) up to 5cm; less depending on terrain penalties.

Firing range for foot-artillery and horse-artillery is 60cm and 40cm respectively. It may not be fired over any units, except when firing from an elevated position (i.e. a hill's crest, rampart, etc.) where the trajectory of the shot will clearly pass overhead of any units located between the gun and target.

All guns are allotted two shots and as defensive-fire. A gun's target gets no save for ranged attacks, except in defensive fire the target gets its normal save. A gun must first be un-limbered in order to fire and in general must still fire at the nearest enemy unit except as follows:

- If the nearest enemy is a light or skirmishing unit, it may ignore that unit and fire at the next nearest enemy that is not a light or skirmishing unit.
- If the nearest enemy is within 20cm, it has no choice but to fire at the nearest formed unit.





- If the nearest formed enemy is beyond 20cm, it may fire at any formed enemy that is further out than the nearest one. When using this option the Artillery loses one attack die per base.
- If fired upon by enemy artillery, regardless of the proximity of other enemy units, it must (in its next turn) return fire if within firing range. Counter-battery-fire hits on a 6+.

Historical Note:

Napoleon complained that it was almost impossible to stop artillery units from returning counter battery fire despite other more desired targets that were nearer.

Un-limbered guns are hit by fire on a 6+ and captured or destroyed if forced to retreat more than 10 cm; limbered guns are hit on a 4+ in melee and fall back as usual; if defeated in melee, limbered or unlimbered, it is captured or destroyed.

Heavy Artillery –

Heavy-Artillery is more difficult to limber and unlimber, so the cost is 20cm for either action. The firing range of Heavy-Artillery is 80cm and due to their heavier shot, defensive terrain is reduced by one. For instance: units in houses or woods are counted as being in open terrain (they are hit on a 4+) and those in a fortress are considered to be in a defended position (they are hit on a 5+). Heavy-Artillery firing over 60cm, because of difficulty hitting a target at such long ranges, are penalized 1 die per stand.

Light Companies –

At long range (over 15cm), Skirmishers (light companies) have a -1 hit modifier and Rifle men a +0; at short range they have +0 and +1 respectively.

In regard to evading, Light and Riflemen may attempt to evade by scoring hits on the pursuers. An evade is successful against Infantry pursuers by scoring 1 hit; against Cavalry by scoring 2 hits; against light Cavalry (Hussars/Ulans/Cossacks) by scoring 3 hits. However, against pursuing skirmishers they may not evade. The hits scored when evading are not counted as actual "hits," they're a representative measure of the unit's ability to slip away from its perusing enemy.

Light Companies may fire at Leaders within 15cm, in which case they score a hit on a roll of "6". Each hit reduces the Command value of the officer by one for the duration of the battle.

Line Units –

A full strength infantry unit gains an additional bonus die while firing. It is assumed that the unit is of high spirits and well rested. They retain the additional die until they lose their first base.

British Line Units –

British infantry units have two additional bonus dice: one for being at full strength (high spirits and well rested) and one to represent their historical firing discipline. They retain the first die until they lose their first base, but retain the second die until the last stand is removed from the board. ➡



Militia Units -

A full strength militia unit gains an additional bonus die while firing (unit is of high spirits and well rested), but due to their poor training they will have a lower rate of fire causing them to losing one ranged attack. Hence, full strength Militia firing will have 3 shots (+1 shot for full strength -1 short for poor training). They retain the additional dice until the unit loses a base.

Officers -

Officers that issue orders to subordinates of different nationalities have -1 modifier to their command roll. The supreme commander (i.e. the Nation that heads a coalition of allies) may command allied units without penalty.

Column -

All units must form line to attack except French infantry which can attack in line or column. The French would on occasion use their troops as a human battering ram to punch their way thru the enemy line.

Marching Column -

All units that are in march-column, when issued a command, convey a +1 to their Commander's CV. Units in march-column remain as such until they receive a command to change formation. The obvious advantage of a march-column is speed, i.e. the +1 CV increases the odds that additional commands will be successful and thus will move further distance. The disadvantage is that units in March-Column are not combat ready; if engages by the enemy are considered they are at significant disadvantage. To represent this disadvantage, attacks against units in March-Column are considered equivalent to flank/rear attacks. And, they are not eligible for defensive fire. To change formation (into or out of marc-column) a unit must expend an equivalent of 10cm movement cost.

Infantry Square -

Infantry may form square during its own command phase or in reaction to a cavalry charge by passing reaction-test. A reaction test is successful on a roll of 4+; elite on 3+; poor 5+. If a reaction test is failed the unit is marked as confused.

Cavalry that charges a square can only hit on a 6+ and Infantry hits the cavalry on a 4+. If the infantry loses, the square is broken; if the cavalry loses, it must fall back. When Infantry forms a square as a reaction, the Cavalry may break off the attack. Infantry in square can fire in all directions and has a -1 modifier to hit; if it loses one stand, then it may only hit on a 6. Artillery firing at a Square rolls 2 dice per artillery stand.





French Army List-

Unit Name	Type	Attack	Range	Hit	Armour	Command	Unit Size	min/max	points	Notes
Line Infantry	Infantry	3	15	3			3	8/-	45	*1
Veteran Line Infantry	Infantry	3	15	3	6+		3	-/4	50	
Grenadier	Infantry	3	15	3	5+		3	-/2	65	
Young Guard	Infantry	4	15	3			3	-/3	55	
Middle Guard	Infantry	4	15	3	6+		3	-/1	65	*2
Old Guard	Infantry	4	15	4	5+		3	-/1	115	*2a
Allied Line Infantry	Infantry	3	15	3			3	-/-	45	
Kingdom of Italy Infantry	Infantry	3	15	2			3	-/4	25	
Kingdom of Naples Infantry	Infantry	3	15	2			3	-/4	15	*3
Light Infantry	Infantry	1	30	3			3	-/2	45	*4
Cuirassiers	Cavalry	3		3	6+		3	-/3	75	*5
Dragoons	Cavalry	3		3			3	-/2	55	
Polish Lancer	Cavalry	3		3			3	-/2	60	*6
Ulanen / Hussaren	Cavalry	2		3			3	-/4	45	*6
Foot Artillery	Artillery	2	60	2			2	-/3	70	
Horse Artillery	Artillery	2	40	2			2	-/2	50	
Heavy Artillery	Artillery	2	80	2			2	-/1	85	
French General	General	+2				9	1	1	125	*9+*8
French Good Hero	Leader	+1				8	1	-/2	80	
Polish, Bavarian, Italian, etc. Officers	Leader	+1				7	1	-/1	50	*7
Polish, Bavarian, Italian subordinate Officer	Leader	+1				7	1	-/1	40	*7

Upgrades

- *1 May be upgraded to Veteran , save 6+, for 10 points
- *2 With better training, and experience the MG may increase their Armour to 5+ for 15 points
- *2a The Old Guard never retreats "The Guard dies, it does not surrender!"
- *3 Unreliable , -1 for being given commands
- *4 Skirmishers, can shoot at Leaders, hitting on a "6" Unformed infantry, so no bonus shot.
- *5 Extra heavy Cavalry(25 points), +1 support per stand while charging,+1Attack,+1Armour
- *6 Lance 5 points, +1 attack , during the first charge
- *7 First Command 10 pts. Increase the first command roll by plus +1,every turn the 1st command
- *8 Portents 10 points. Before the Game the General may buy a Portent (re-roll),one use per battle
- Napoleon *9 Replace the General with Napoleon for 215 points, Napoleon, has Portents every game turn

Foot

Full strength formed infantry units have an extra die(if all can fire),all infantry but for Skirmishers
 They fire with 4 die, also in defensive fire
 May form columns after 1808. While in Column they defend with 2 stands support
 While in Column they defend , frontal assaults, with 2 stands support, against Cavalry attacks
 Allied Infantry may form columns after 1805.
 After Russia all become unreliable, minus 10 points, but for Bavaria and Poland

Cavalry

May only use Lance on their first charge.
 Cuirassiers may only use extra heavy bonus when they charge

Artillery

May only move while limbered.
 May fire while UN-limbered.
 To Limber/Unlimbered Horse and foot Artillery uses 10cm, Heavy Artillery needs 20cm





Unit Class & Rational -

Armour- The standard Armour saves have nothing to do with musket balls bouncing off troops, but rather their resilience when taking losses. By far the greatest attrition to any unit was troops fleeing the battle-field. Hence, an Armour save now represents a unit's discipline and courage to remain in the fight.

Line Infantry- The standard Napoleonic Soldier, caring a smooth bore musket and bayonet, would be expected to fire between two to three shots per minute; elites three to four per minute. The soldiers would be drilled to march in different formations, to stand and accept the musket fire from the enemy, and fire only when ordered to fire. The effective range of a smooth bore was about 75 meters.

Veteran Line Infantry- The standard Napoleonic soldier, who has seen enough combat to be considered a Veteran. Their Armour save is a reflection of their experience and endurance in any pitched battle.

Grenadier- Grenadiers used to throw grenades in battle, but by the time of Napoleon that was no longer being done, the title did stay on showing the biggest and bravest of the troops. To emulate their historical toughness, the Grenadiers have the highest Armour rating among the line Infantry.

Young Guard- Formed in 1809, they were troops chosen from the best of the newly recruited men; they were self driven and eager to fight in service to their Emperor. In short, they posses all the necessary fire and fighting sprit, but are lacking in experience.

Middle Guard- The bravest and best Veteran troops of 1806 – 1809 campaigns were permitted to join the Middle Guard; an honourable distinction that was second only to the old Guard.

Old Guard- The Old Guard had its origin in the Consular Guard and served Napoleon from the beginning. They were the best fighting troops in Europe and totally committed to the protection of the Emperor. Affectionately named "the grumblers," they were the only troops given the latitude to grumble and complain in the presence of Napoleon himself.

Light Infantry. These troops were made of brave men, quick on their feet, but small in stature; too small to join the Grenadiers. The average French soldier was about 5' – 2," which itself was due to poor nutrition within this era. These men did not fight in typical line-formations, instead they fought in irregular-formations. Mostly as skirmishers, they would make best use of the terrain, taking cover where possible, and sniping enemy troops and officers. They had a great deal if independence on the battle field; it was their mission to harass the enemy line-formations; trained to advance and retreat through friendly lines, to approach the enemy lines, snipe and retreat as the enemy advanced .

Allied Line Infantry- Trained and equipped as French-Line-Infantry and mostly recruited from the small German States (i.e. The Rhine Confederation), which were the largest contributor of allied Infantry. The Confederation was composed of Wurtemberg and Bavaria, and later Saxony and Poland. They supplied cavalry and artillery, but their largest contribution was Line-Infantry.

Kingdom of Italy- Trained and equipped as French-Line-Infantry, but of somewhat less stability than French or other allied troops.





Kingdom of Naples- Trained and equipped as French-Line-Infantry, but with much less enthusiasm for the war and often very unreliable in battle.

Cuirassiers- These soldiers wore breastplates (Cuirass), big men on big horses. A fearsome mounted strike-force; they would charge with tremendous burst of energy and often able to route the defenders into total panic. Among the cavalry's arm in Napoleon's Grand Armee, these men and their horses were the prime Cavalry.

Dragoons- The dragoons started off as mounted infantry, transporting themselves by horse, and dismounting to fight on foot. In spite of having inferior mounts some were used as light Cavalry, but more often as part of the main or medium Cavalry.

Polish Lancer- Napoleon's Polish Lancers so impressed the Emperor that they were incorporated into the Imperial Guard, they were very famous Cavalry units that fought for Polish freedom.

Ulans / Hussars- Earlier they were different. The Ulans fought with sabre, pistol, and lances; the Hussars were medium cavalry that fought with lances. By Napoleon's time, they were both different names cavalry armed with lances.

Horse Artillery- In Napoleon's time the prime weapon of cavalry was a shock weapon, sabre, lance, etc. Horse-Artillery was seen as the solution to provide cavalry with some fire support. Light small gage cannons were bridled with their own horses and crew so they could keep pace with the Cavalry's deployment. Horse-Artillery was used to break up an enemy's square formation (the only defence against cavalry), forcing the enemy to open ranks as the Cavalry charged in for the kill.

Foot Artillery- Napoleon used Artillery extensively to batter the defenders line prior to the attack. Foot-Artillery was much heavier than horse artillery and had a greater firing range.

Heavy Artillery- Like Foot-Artillery, Napoleon also used Heavy-Artillery in the field and more often as a siege weapon. These guns fired the heaviest and largest of shots, and could turn walls into rubble. As a siege weapon, they were employed to breach walls for an infantry charge. These heavy cannon balls would render normal cover (i.e. walls, houses, trees, etc.) ineffective, and in many ways it was often more damage to be in cover when targeted by these shots; the blast of debris from the point of impact; rocks, pieces of mortar and wood splinters, could maim and kill anyone in its proximity.

Canister- All artillery used canister when being charged by enemy troops (i.e. at close range). It made the cannon basically a huge shotgun with a great amount of musket balls being fired at the attacker.

General information –

- Musket units have a range is 15cm, and if at a full strength (3 base) gain an extra die per unit.
- Rifle units have a range of 30cm, and at short range gain a +1 to hit.
- Formed units are everything but Skirmishers.
- For nearly all infantry types there is no "saving-roll". However, to represent units with advanced training or prolonged combat experience, there is the optional "6" save for an additional cost of 10 points.





- Italians Infantry are very fragile; they can take 2 hits and must take extra die when retreating. All units retreat 1D6 per hit, but Italians retreat one an additional die.
- Dutch, when fighting for British are unreliable and fragile.
- Prussians have the optional characteristic of "stubborn" for an extra 5pts. With this option, when forced to retreat, they do so at one less die than normal.
- Skirmishers within 15cm of Leaders can hit them on a "6" and each hit reduces the Leader's Command Value by one.
- Moving along roads is much faster than across fields. To represent this, when units and Leaders (both) are within 10cm of a road, the Leader gains a +1 to its Command Value.
- All units enter the table in marching column. If several units are in march-column, treat ALL the units as one brigade until they all come on to the table.

Leaders -

As with WMA, Leaders and Command Values are the core of the game.

- **Napoleon** has a re-roll ability EVERY TURN and can give more than three commands to a unit in a turn.
- **Wellington** has a re-roll ability TWO turns per game and can give more than three commands to a unit in a turn.
- **Blucher**, although a bit old, has ONE re-roll per game. He was a very popular among his troops. When charging the enemy, troops under his command do not suffer a -1 CV for being within 20cm of enemy units. This represents their admiration for Blucher; they would eagerly throw themselves at the enemy while under his command.
- The Austrians do NOT have a special Leader, they were aristocrats promoted by purchasing their commission or simply by cronyism; they have no special abilities or bonuses.
- Generals with special abilities may choose one of the following options:
 - +1CV until they fail a command.
 - Portent re-roll for a failed command, ONCE per game.
- Depending on the scenario, Subordinate-Commanders may or may not have enhanced abilities. To represent this some will have a +1 when they issue their first command in each turn. All Subordinate-Commanders have a command range of 20cm.





Special units:

- The Highlanders were fierce fighters and are given an additional die when they charge or pursue.
- British Infantry, for 10pts, have the option of enhanced firing. This gives them one additional die per unit when firing.
- French have the ability of attacking in columns. The French infantry does not have to form a battle line; it may attack in column with all bases of the unit giving support to the front rank in the attack. This will force the defender to spread his hits among several units lessening the loss of a stand.
- Guards, as well as being very good troops, were highly regarded among other troops. To represent this, in regard to the Army's breakpoint threshold, the loss of a single Guard unit counts as two units.
- Grenadiers were among the bravest of the line infantry and therefore have "6" save and one of the following options:
 - +1 attack dice for 10 pts.
 - +5 save for 15 pts.
- The French old guard was the hardest and most experienced, with a minimum of 10 years of battle; they get 4 attacks, a 5+ save, and can take 4 hits. The Guard rule above also applies and these veterans NEVER retreat due to fire or Melee.
- Rocket Artillery, when firing at cavalry, forces the targeted cavalry to retreat one extra die. Rocket Artillery, like all artillery, must be limbered and unlimbered to move, but were so light that it only cost of 5cm of movement.
- The loss of the Army's General reduces the CV values of all remaining leaders by one.



Museum to Host WWII Wargame Convention this Summer

Convention

The National World War II Museum will host **Heat of Battle: The National World War II Wargame Convention**

August 24-26, 2007 in New Orleans, Louisiana. Gamers from around the world will be attending this all-WWII historical board and miniatures game convention. Game referees will be using a variety of rules sets to recreate famous and lesser-known land, sea, and air engagements from all theaters of the war.

Attendee registration information will follow in late spring. Hotel information is available at

<http://www.neworleanscvb.com/listings/index.cfm/catID/9/subcatID/0/locID/9/startrange/All/endrange/All/substart/A/subend/G/hit/1>

Holiday Inn Convention Center is the closest to the museum. Mention National World War II Museum – Heat of Battle Wargame Convention to receive \$79.00 room rate.

Bookmark this webpage <http://www.nationalww2museum.org/wargameconvention/>

to learn more about the event as gamemasters and rules sets are chosen, schedules are posted, and special guests and vendors are announced. Thanks for all your help so far and all your help to come!



Where America Comes to Play!
Wednesday, July 18 - Sunday, July 22, 2007
at the East Brunswick Hilton
in East Brunswick, New Jersey

A NATIONAL 96 Hour Extravaganza Featuring Over 900 Events, Including:

- OVER THIRTY LARPs!
- OVER THIRTY U.S. National Championships!
- OVER SIXTY NAGA and RPGA Network Individual Modules!
- The \$2,500 Badge Puzzle!
- The ARENA, the world's only 50' x 20' Wargaming Battlefield, plus DOZENS of Other Wargaming Scenarios!
- SCORES of Role Playing Games in Every Conceivable Genre!
- A Special Role Playing Track Devoted to Independent Publishers, Containing OVER FORTY Adventures!
- Computer Gaming on Networked Computers and Video Gaming on a GIANT LCD Screen with STEREO SOUND!
- HUNDREDS of Board Games and Card Games, for a Complete Range of Interests from Simple Family Games to Complex Euro Games!
- The \$250 Summer Poker Championship!
- Opening Ceremonies featuring a Dinner Buffet and HUNDREDS OF DOLLARS IN GIVEAWAY PRIZES!
- Hordes of Special Guests: Game Companies, Comic Artists, Writers, Artists!
- A Large Anime Room with a Convention-Long Schedule!
- A GIANT Dealers' Room with OVER TWENTY VENDORS!
- The Double Exposure Con Suite featuring SUGARFEST 2007 and The Ghirardelli Chocolate Fondue!
- Altogether over \$40,000 in prizes!

Collectible Games, Outdoor Sports, Pencil Puzzles and Word Games, Riddles, Puzzles, Parties, Art, Auctions, and MANY, MANY SURPRISES!

The Complete Schedule of Events will be posted on or around April 30, 2007.

<http://www.dexposure.com/dexcon10.html>





ABOUT THE 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 with 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 and reviews 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 (miniatures, cardgames, and boardgames)
- 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
- Role playing 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
- Advance Dungeons & Dragons
- Magic: The Gathering
- Settlers of Catan

Newsletter within a Newsletter: Do you belong to a gaming club with or without a newsletter? Do we have an offer for you! Either tart your newsletter right here or post your current issue within the pages of “The Gamers Closet”. We will give your club their own section where your club can design their 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 (see Newsletter within a Newsletter). How about an article about your store?

We must stress one more time try to include color pictures or graphs with your articles. Every week table top battles are fought on gaming tables in places like Game Parlor (Chantilly, VA.), in game rooms, and basements, 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 downloadable from our webpage and message board. The main body is 10 font using Times-New Roman at 8.5” x 11”. Use MS/Word if possible and keep images separate but labeled. Editor will try to use all images but cannot guarantee because of formatting.

