



THE GAMERS CLOSET



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



Issue 58



1. Cover: Friedrich Wilhelm von Seydlitz (Suren Figure - by Der Alte Fritz). From Jim Purky's BLOG at <http://altefritz.blogspot.com/>.
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(i.e., October issue would be due September 25th).
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NOVAG FALL GAME DAY

Historical Miniatures Gaming



14 October 2007

Noon- 5 PM

Location: The Eagle and Empire
6468 Landsdowne Center
Alexandria VA 22315
(703) 550-6124



Games To Be Featured:

Kuomasjarvi, A Scenario from the Russo-Finn War using Disposable Heros and 20mm figures.

Check Your Six! A multi-payer WWII air game featuring the new rule set of rules **Check Your Six!**

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

Raffle: The Cover Charge money will be used to buy E&E Gift Certificates. Each person will receive one raffle ticket. Additional tickets may be purchased.

Directions: See: <http://www.eagleandempire.com>

**TRIADCON.**

Walt O'Hara and his compatriots had another successful year hosting TRIADCON at UofM College Park. Attendance was up overall. However the miniatures area was a little sparse. We all need to support this great local convention.

Toy Soldier Show.

NOVAG represented the hobby at the 46th Annual Toy Soldier Show of the National Capital Model Soldier Society. The figures at the show were superb. Impossible to describe the well done museum quality work. There were a number of dealers with some surprisingly good bargains. Thanks to Bruce Weigle, Mark Fastoso and Brian DeWitt for the loan of their figures. Thanks to Tom and Frank Bolles, Bruce Weigle for working the show. Thanks to David Luff for bringing his 6mm board and running demo games. We picked up around 8 new names of people and gave away a number of NOVAG and Fall In flyers. Most interesting new toy was a cast foam sailing ship by Marx man in 54mm scale!!!

October Mini Game Day

Enclosed in the newsletter is a flyer announcing our Fall Mini game Day at the Eagle and Empire game shop in Alexandria. It relocated a year or so ago and is now at the intersection of Beulah and Telegraph Road in the Landsdowne Center. We will host two games there on October 14th. The first will be a 20mm Russ-Finn War scenario using Disposable Hero's. The second will be a WWII air game using the new set of rules **Check Your Six**. I hope a number of you can make it.

Words of Wisdom...

While at the Toy Soldier show I talked with a young fellow who played Warhammer. We discussed the huge Games Days Tournaments in Baltimore featuring hundreds of players. I asked if there were ever rules disputes, obnoxious players etc. He said because if people were obnoxious others would not play them. Then he said "They are either polite or they soon learn to be".

www.novag.org

**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>

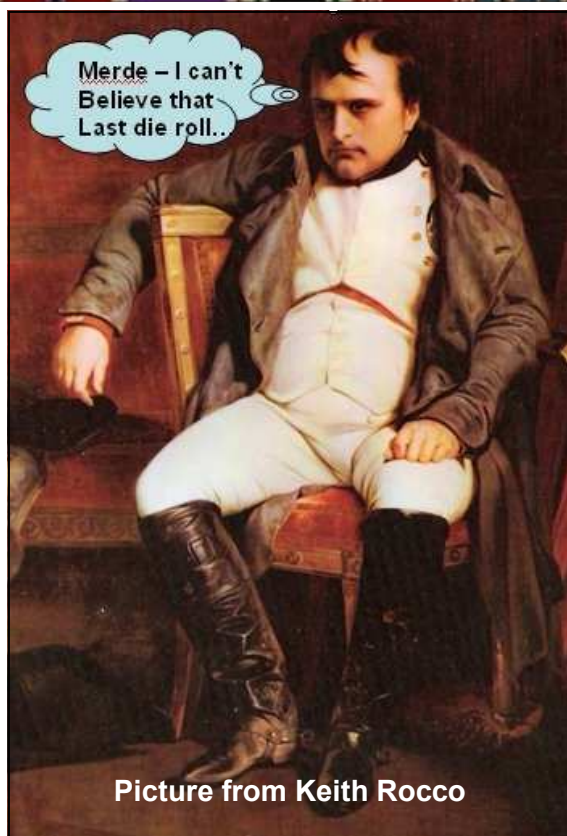
Past issues can be found on Magweb at www.magweb.com

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



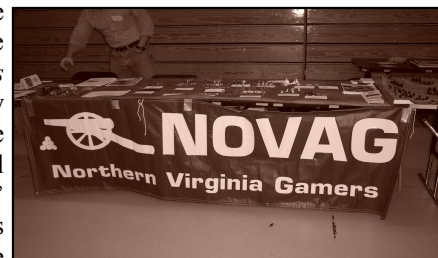


Picture from Keith Rocco

Hey gang, how are things out there in the gaming world?

I have to say I am surprised (and happy) at the responses I received in the way of articles and such. Just look how large this issue has become this month! Sorry about that Tim, it may be a 4 hour download for you (dial up). I am a little spoiled using the internet off the cable.

Hmmm,.. I went to the **Soldier show** this weekend and hooked up with Tom and Frank Bolles, Bruce Weigle, and Tim Tilson at the NOVAG table (*where was HMGS????*) and got some very good responses from the people attending the show. I ran a Fistful of TOWS demo using a 1.5' x 3' board with some US M1A1 tanks vs. Soviet T80U. I even made the



rules even simpler that they are for 10 minute demo games and worked really well. Tim was running a 25mm British vs. Zulu game and we had a large display of different scale figures including club fliers and the FALL IN flier (you can thank us later HMGS). Overall a great time and some time to do some shopping.

New club members I see we are getting some new members and I hope the new club magazine is helping but feel free to tell other gamers. I even saw some new club members are from Australia so welcome guys, from down

under, and I hope you would be interested in writing about what type of gaming is going on down your way. Our message board is less than 20 members from surpassing the HMGS-east board so if you know of any gamers who have not joined up let them know about our NOVAG-List on yahoo and get them to sign up. Hey, the price is pretty good... Also we still offer the "Newsletter with a Newsletter" service so if you belong to a club that does not have a newsletter start one within our pages (you can make your own cover and edit the content) or if your club has a newsletter send us a copy to publish. Let other gamers know what going on your neck of the woods.

Articles I hope they keep coming in because right now we are limited on future articles. I would like to fill our upcoming issues so send them in today. I am missing articles and reviews for boardgames, role playing games, and science fiction miniatures. I cannot publish what I do not have so send them so remember we welcome all table top gaming (sorry no paintball or LARP).

Art work wanted Well, I had a nice write up here asking for some new logo for our ezine but received a nice email from Nicki of Red Zone Games offering their services in drawing up a logo so thanks Nicki and the gang over at Red Zone Games (see local stores).

Modern gaming So you thought the Cold War was over! Jay Mischo and I are running Fistful of TOWS micro armor games at the Game Parlor / Chantilly so check the gaming schedule and join us. Rules are pretty easy to learn and all are welcome. Google the rules name and you can download the free rules off the net.

Issue 59 The next issue will be expanded to cover both November and December 2007 so make sure to get them in by October 25th.

That's about it for this month so tell others about our new online magazine.

Happy gaming

editor





FALL IN 2007

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FAREWELL TO AN OLD FRIEND

by David Luff

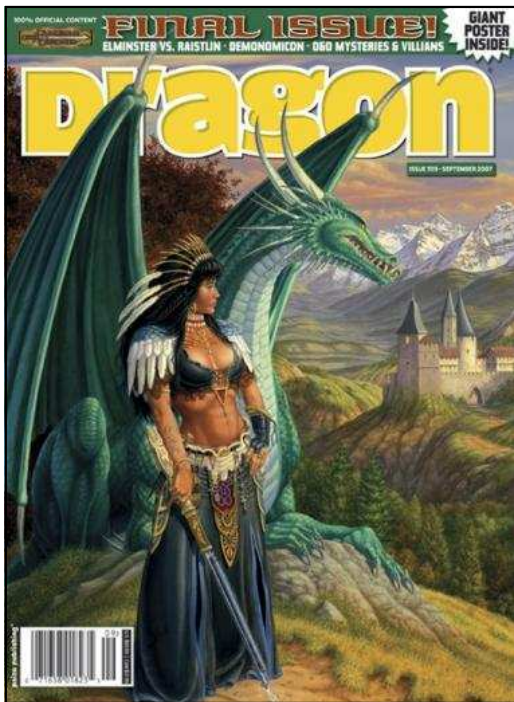
Paizo Publishing to Cease Publication of Dragon and Dungeon

Magazines to continue through September 2007

Paizo Publishing and Wizards of the Coast today announced the conclusion of Paizo's license to produce Dragon and Dungeon magazines effective September 2007. Publication of Dragon and Dungeon will cease with issues number 359 and 150, respectively.

"Today the internet is where people go to get this kind of information," said Scott Rouse, Senior Brand Manager of Dungeons & Dragons®, Wizards of the Coast. "By moving to an online model we are using a delivery system that broadens our reach to fans around the world. Paizo has been a great partner to us over the last several years. We wish them well on their future endeavors."

Another gaming icon is gone :-(



from David:

D&D was my first introduction to gaming using the 1st edition way back in the late 70's when I was going to middle school and I can remember waiting every month checking the mailbox for each new issue. This was before the internet so the only access to gaming information was through the Dragon magazine which brought important updates to the rules and new products. Down in Florida where I grew up there was no gaming stores, like we have today, so the only way to keep up was through the Dragon magazine. So like the General magazine, the Armchair General, and many others that supported the hobby and helped with its growth a fond farewell.

I do want to pass on that there may be a internet version coming out soon so I suggest going to

<http://www.wizards.com/default.asp?x=dnd/dragon> for more details.

From Senator Larry Craig:

I have a special memory of The Dragon. As a young teen I enjoyed picking through the garbage in my neighborhood in hopes of finding discarded electronics. Once my friend and I came across a box of porn in the trash. We hauled it back in my red wagon, and hid it in the basement. Every Sunday, after church my parents stayed for coffee and socializing

with the rest of the congregation. My friend and I excused ourselves and went back to my house to "play". We folded the porn inside the pages of my game magazines so that when my parents came home and asked what we were doing we could say "just reading The Dragon". They never caught on.

From Sterling:

This is funny (*above story*) because as an adult I has a subscription to Playboy and Dragon magazine. Sometimes I would get both on the same day and i would be like "Yay! The new Dragon is out!" and I would grab it and read it over. The Playboys gathered dust while the Dragon mags where well worn. I stopped getting Dragon magazine because I couldn't keep up with WOTC release of a new book every month, but I will with thee...





FAREWELL TO AN OLD FRIEND

by Jay Mischo

Trivia from the Dragon magazine ... the very early years

I grew up in Milwaukee, Wisconsin and joined a group of wargamers known as the Milwaukee Military Miniatures Mavericks (4M) in the mid-1970s. Since it was before I could drive, that meant walking several miles to a Lutheran Church where the club met on a monthly basis ... and yes, it meant walking in occasionally sub-freezing temperatures through banks of snow many feet deep. We were serious gamers back in the day before you could just hunker down in front of a TV-screen or computer screen and never have to seek out other people in order to get your wargaming fix.

For years my buddies and I had collected Airfix plastic figures and had taken turns knocking them down, been involved in model ship building contests to see who could have the largest fleet and spent hours playing the early Milton-Bradley wargames on the War of 1812, the Civil War, WWI aerial combat and the Marines in the Pacific and, of course, Risk. But we always longed for something more challenging. Lo and behold, a trip to our local shopping mall (we went to hang out at the Hobby Horse hobby shop, lots of cool stuff but no gaming tables) and there were these guys demonstrating all sorts of cool games in the mall. Roskopf plastic tanks and our venerable Airfix plastic soldiers engaged in WWII combat using the "Angriff" rules set. Great clashes of 25mm lead Napoleonic using the "Tricolor" rules. Fantasy hordes of Dwarves and Elves slaughtering Orcs and Kobolds using "Chainmail" and Englishmen slaughtering Englishmen using "Cavaliers and Roundheads". All by TSR hobbies. We were bug-eyed and had found Nirvana.

Shortly after having joined 4M, we were at a Saturday meeting when someone was calling for people to try a new game that he had just bought. He produced three stapled pamphlets, some dice with more than six sides and introduced us to "Dungeons and Dragons". I was hooked. Like the rules mentioned above, "D&D" was published by TSR. When "The Dragon" magazine started publication a few years later we were delighted. New characters, new critters, the occasional fantasy short story, some cartoons and advertisers of all kinds of goodies not carried at the local hobby shop. Once we got our drivers licenses, the 45 minute drive down "The Rock" highway to Lake Geneva became a routine endeavor anytime we had extra money in our pockets. OK, enough of the Old Guy stuff.

For the really serious Dragon buffs ... here is a Trivia quiz from the earliest years.

- 1) **During which two months did "The Dragon" Volume and issue numbers repeat themselves on the cover of the magazine.**
 1. August and September 1974
 2. October and November 1977
 3. November and December 1978
 4. December 1977 and January 1979
- 2) **TSR Hobbies was located in Lake Geneva, Wisconsin. In June 1976, when the first issue of "The Dragon" appeared, this sleepy town was also known for:**
 1. The location of a Playboy Club
 2. A mansion and summer retreat for the Wrigley family of Chicago.
 3. The home of GenCon
 4. All of the above
- 3) **Pick the three miniatures manufacturers that were the original advertisers in "The Dragon":**
 1. Ral Partha, Heritage and Miniature Figurines
 2. Grendier, Hinchcliffe and Archive
 3. Der Kriegspielers (aka Custom Cast), Heritage and Miniature Figurines
 4. Ral Partha, Miniature Figurines and Grenadier
- 4) **This was the only year that GenCon was not held at the Horticultural Hall in Lake Geneva before moving to the University of Wisconsin Parkside Campus.**
 1. 1976
 2. 1977
 3. 1978
 4. 1981
- 5) **In the first 40 issues of "The Dragon" a dragon appeared on the cover how many times?**
 - A) Seven
 - B) Eight
 - C) Forty
 - D) None





FAREWELL TO AN OLD FRIEND

by Jay Mischo

Continued....

6) The first editor of “The Dragon” was:

1. E. Gary Gygax
2. Timothy Kask
3. Fritz Lieber
4. Dave Perren

7) The magazine was originally published:

1. Quarterly
2. Bimonthly (every other month)
3. Monthly
4. Periodically

8) A cartoon entitled “Floating in Timeless Space” from 1977 introduced the following character's that were subsequently featured shortly afterwards in several hit games that were magazine inserts:

1. Snits
2. Wormy
3. Fineous Fingers
4. Dirt
5. B and C

9) In 1979, the state that the highest number of registered D&D and other role playing games “game masters”:

1. New York
2. Wisconsin
3. Illinois
4. California

10) Until February, 1979 TSR also published a magazine dedicated to historical miniatures gaming published as:

1. “Little Wars”
2. “Strategic Review”
3. “Wargamers Digest”
4. TSR never published a magazine dedicated to historical miniatures gamers.

Bonus Question: True or False. TSR offered a “Lifetime” subscription to “The Dragon”.

Editor: The answers will be in the next issue #59.





POTPOURRI

by Tim Tilson

Being an infrequent column on a variety of topics

Film. For those of you with NETFLIX you might consider watching a Russian TV series called “The Cadets”. It is based on the memoirs of a WWII vet from the Russian Army. The series covers his training in artillery Officer Candidate School at the age of 19. In addition to the four main student characters, the story line also includes a number of officer/instructors. Think of it as Red Army OCS meets Upstairs Downstairs. The costumes and sets are great. The acting is pretty good. The plot a bit formulaic but then again it is a soap opera. And this being Russia, there are no happy endings.

Moving then to books, here are a number that will keep you occupied for a while. Currently India and China are reasserting themselves on the world stage. To have a world class military you need a world class economy and both are reconfiguring their economies to achieve this. These two books give a good picture of that transformation. In Spite of the Gods by Edward Luce covers India very well while The Elephant and the Dragon by Robyn Meredith covers both China and India. In a nutshell, China is going for a top down manufacturing strategy. Their aim is to create large numbers of jobs for low skill workers in factories. I say top down because the changes are directed by the Communist party. India meanwhile is going for the “brains” type jobs i.e. call centers etc. Because of it is more democratic, and its huge diversity (religion, ethnicity, caste etc) India must rely more on accommodation and cooperation than China.

Now if you want to look at a long term past national rivalry read That Sweet Enemy by Robert & Isabelle Tombs. This is a Franco-British couple who covers the French-British relationship/rivalry from 1688 to the present. They show how the long wars from 1688 to 1815 shaped and defined these two nations. Interestingly, the British could have made a deal with Napoleon. But he was too slippery, untrustworthy duplicitous etc to stick to a deal and during the Napoleonic Wars there was a significant peace party in England.

Finally looking ahead, in October Rick Atkinson will release The Day of Battle, the War in Sicily and Italy 1943-1944. Atkinson is the fellow who wrote the acclaimed An Army at Dawn, the story of Operation Torch. This is the second of a three part series on the American Army in Europe.





OCTOBER GAMING SCHEDULE

NOVAG

The **Game Parlor** at Chantilly

Every Wednesday Ancients/Midieval DBM 15mm A.J. Musgrave Games start at 7:00 p.m.

The Game Parlor at Woodbridge

Every Wednesday Ancients/Midieval DBM 15mm Rob Cunningham Games start at 7:00 p.m.

The **Game Parlor** at Chantilly- Friday

DATE	Era	Scale	Rules	Host
Oct 5	WWII	20mm	Disp Heros	Tim Tilson

Scenario: Lake Kokkojarvi. Yet another exciting scenario from the Russo Finnish War. Finns must fight a rear guard action against overwhelming numbers of Russians. (What else is new!!)

Oct 5	WWII	20mm	Disp Heroes	Roxanne Patton
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Scenario: Corregidor 1942. The 4th or "China" Marines have been preparing defenses on the island since arriving from Shanghai in November. On the evening of May 5th, just after 2300, the men of the Japanese 61st regiment move towards the landing beaches on the "tail" of Corregidor. It will be a vicious fight to stamp out the Allies last hope.

Oct 5	Modern	6mm	Fist full of TOWS	Mischo/Luff
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Scenario: TBA

Oct 12	Fantasy	15mm	MofA 1500 pt table	Evans
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Scenario: Bob Evans returns for his annual Halloween special game featuring dwarves, skeletons, orcs ogres

Oct 12	Ancients	15mm	MofA 1200 table	Tilson/DeWitt
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Scenario: A reprise of last month's Byzantine Sassanid Persian fight.

Oct 19	Colonials	25mm	TS&TF	Tilson
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Scenario: Jamrud. Peshwar 1834. The Northwest Frontier before it was the Northwest Frontier! Afgans have besieged a force of Sikh in a border fortress. General Hari Singh Nalwau (the Murat of the Sikh Army) marches out to confront overwhelming odds.

Oct 19	Modern	6mm	Fist Full of TOWS	Mischo/Luff
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Scenario: TBA

Oct 19	ACW	15mm	Fire and Fury	Patton
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Scenario: Laurel Hill Warren's U.S. 5th Corps strains to reach the intersection of the Brock and Blockhouse Bridge road ahead of Anderson's C.S. 1st Corps

Oct 26	Napoleonic's	15mm	Nap's Battles	Taylor/Meymairan
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Scenario: TBA

Games start at 7:00 p.m.

Eagle and Empire

Oct 3 Flames of War/Warmachine

Oct 4 Flames of War/War Hammer Fantasy

Oct 10 Flames of War/Warmachine

Oct 11 Warhammer Fantasy

Oct 14	NOVAG Game Day:			
WWII	20mm	Disposable Heros	Tim Tilson	

Scenario: Kuomasjarvi. The Finns attack a Russian supply convoy. Can they destroy the field kitchen?

WWII	1:1200	Check Your Six!	Gunkel
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Scenario: A multi-payer WWII air game featuring the new rule set of rules Check Your Six! The store opens at noon and these games will start as soon as the GMs are ready.





OCTOBER GAMING SCHEDULE

NOVAG

Continued...

Oct 17 Flames of War/Warmachine
Oct 18 Warhammer Fantasy
Oct 24 Flames of War/Warmachine
Oct 25 Warhammer Fantasy
Oct 31 Falmes of War.Warmachine

Games start at 7:00 p.m.

SPECIAL GAME:

Sunday Oct 7, Rudy Segaar will host a Napoleon's Battles game at his home in beautiful Rappahannock Co. (just 1 1/4 hrs from the Game Parlor west of Warrenton). First 7 to respond get in. Directions to his house will be provided. Let him know as soon as possible as he will be in Ireland from Sept 21 till Oct 2, so he will respond when he gets back unless you put in your request before he leaves. His telephone number is (540) 937-6644 and the email address is csegaar@earthlink.net. Game time will be 11am to 5pm. Everyone had a great time at the last game, no river obstacles this time, just beautiful realistic rolling terrain and a surprise or two. Got no troops, not a problem. Got no game, that's a problem.

NOTE: This information will be posted to the club web site so if you lose this email just look there for what's going



GZG ECC XI

*The 11th Ground Zero Games East Coast Convention
February 29th ~ March 2nd. 2008*

<http://www.warpfish.com/jhan/ft/gzgecc/>





LOCAL GAMING STORES

Check their webpage for gaming schedule



103 East Broad Street, Falls Church, VA

703-532-2477

Hours: Monday, Tuesday, Thursday - 11 a.m. - 7 p.m.

Wednesday, Friday - 1 p.m. - 9 p.m.

Saturday - 10 a.m. - 6 p.m.

Sunday - 12 p.m. - 6 p.m.

Monday - Open Gaming (the tables are open to whatever since I have paperwork, usually...heh)

Tuesday - Board Game Day (people bring and play board games, usually we play Formula De or Arkham Horror)

Wednesday - Card Game Night starts @ 6pm (mostly Magic: The Gathering, but some other card games at times)

Thursday - Open Roleplaying starts @ 5:30/6 pm (We have an Indy gaming group that plays weekly)

Friday - Classic Battletech and HeroClix starting @ 7pm (The Battletechers play a scenario almost every Friday and the HeroClixers play scenario stuff not tournaments)

Saturday - Warhammer (40k and Fantasy Warhammer)

Sunday - Warmachine and Hordes



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Complete list of events at

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Chantilly Location

Sully Place Shopping Center

13936 Metrotech Drive

Chantilly, VA 20151

Phone: (703) 803-3114

Complete list of events at

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



Our physical store is located at:

2852 Jeff Davis Hwy, #411

Stafford, VA 22554

(Directions: Take I-95 to Exit 143A. Go thru the stoplight into the Aquia Towncenter.)

Events on Weekends

Miniatures on Saturday

Card Games on Sunday

<http://www.comic-world.com/servlet/StoreFront>



Woodbridge Location

14400 Smoketown Road Drive

Woodbridge, VA. 22192

Phone : (703) 551-4200

Fax : (703) 490-1888

Complete list of events at

<http://www.gameparlor.com/Store/wstore.html>

HOBBIES

Fredricksburg Design Center, 2342 Plank Rd,
Fredericksburg, Va (540)372-6578 1-800-241-3491

Check for our next 40K tournament





LOCAL GAMING STORES

check their webpage for gaming schedule

THE GAME HAVEN

732 Berryville Ave
Winchester VA 22601
540-665-0344

Ed – ed@thegamehaven.net

Nathan – customerservice@thegamehaven.net

Opened, in June of 2004, The Game Haven was created by Nathan and Chantée Hale to provide a place for the game enthusiasts in Winchester to convene, play and shop for the games they love. In 2006, Nathan and Chantée decided they wanted to move on from the retail business, and sold The Game Haven to Ed and Emily Sloman.

Ed and Emily bring a combined 15 years of hobby game retail experience to the Game Haven, and also own and manage Games and Comics and Stuff in Glen Burnie, Maryland. Ed and Emily continue Nathan and Chantée's vision, serving Winchester's game fans with excellent customer service, knowledgeable staff, and a place to play their favorite games.

The Game Haven is open Tuesday through Sunday, Noon to 10 PM. We occasionally stay open later if events warrant.

Complete list of store events can be found at
<http://www.thegamehaven.net/>

EAGLE & EMPIRE

"Serving DC area wargamers since 1987"
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703-550-6124

Complete list of store events at
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WATERLOO MINIS

Miniatures & Terrain

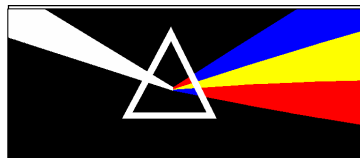
Waterloo Minis

Henry Clay Shopping Center
401-B England, St., Ashland, VA 23005



Complete list of store events at
<http://www.waterloo-minis.com>

Waterloo Miniatures and Terrain, Waterloo Minis for short, located in the Richmond, VA metro area, caters to the miniatures wargaming enthusiast. We have the largest selection of Battlefront Miniatures and Warmachine/Hordes products in central Virginia.



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check their webpage for gaming schedule

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Where's your store?





Back to the 1970's

by Charlie Torok

This past weekend (9 September 2007) my friend Alan Melear and I attended TriaDCon at the University of Maryland (<http://www.triadcon.org/index.php>). TriaDCon is a boardgame theme convention that also has a number of miniature games. The theme covers all genre's of boardgaming from Historical to Fantasy to Euro games. The setting is a cafeteria at UMd. I must say I remember attending just such a convention back in the mid 70's that MICHCON (Michigan gamers) held at Oakland University (not California, but Oakland County Michigan outside Detroit). It is a small to medium gaming convention with about 50-100 gamers in attendance.

Alan and I decided to play an older (20+ years) wargame that came out of one of the gaming magazines of old. The game was a standard counter-mapsheet type called Eylau (Napoleonic wars). We sat down to what we thought would be a 2-3 hour game, but because of the fierce competition we battled it out from 0930 - 1700. WOW when was the last time I played a boardgame for seven and a half hours. It was great fun.



The game ended up being a minor victory for Alan (French) but that didn't matter much, it was more about the enjoyment and surroundings. I did like the college cafeteria setting, again reminding me of the "old days". TriaDCon also provided unlimited fountain drinks (diet Pepsi being my choice) and pretty much unlimited kitchen baked cookies - a nice added touch. There were a number of dealers selling goods (I picked up a hobby knife and dice) and also a large selection of boardgames at the bring and buy (Alan picking up a WWII game that I am sure we will play soon).

If you are looking for a quiet day away to play some boardgames, this is a nice venue. There were plenty of games to play in, I would highly recommend a visit during the next one.

Charlie Torok





Capclave 007

The science fiction convention where reading is not extinct

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Editor GoH: **Ellen Datlow**

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Capclave, the Washington, DC literary convention, offers a relaxed atmosphere in which notable authors, editors, artists, and fans will explore the creation and enjoyment of fantasy and science fiction, this year with a special look at the neo-pulp revival. Capclave focuses on short stories but also gives lots of attention to novels, movies, and TV. Capclave also features writer & reviewer workshops.

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Confirmed participants include: Brenda Clough, Kathryn Cramer, Michael Dirda, Scott Edelman, David Hartwell, John G. Hemry, Jane Jewell, Yoji Kondo, L. Jagi Lamplighter, Ed Lerner, Nancy Moore, George Scithers, Bud Sparhawk, Steve Stiles, Sean Wallace, Lawrence Watt-Evans, and John Wright.

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New Fundraiser Program Launched

by Rob Weigend owner of Game Parlor

Were you ever in charge of fundraising for a school or organization? Are you in some type of a group that could benefit from some extra cash? Perhaps you're familiar with fundraisers that involve selling things like cookies or gift-wraps. Well, there's a new fundraiser in town – games!

Game Parlor has launched a new fundraiser program for schools and other organizations that allows groups to sell a variety of games and earn 20% of the proceeds.

In cooperation with a company from Tucson, Arizona called Quality Time Resources, Game Parlor has prepared a colorful fundraising catalog containing 68 games that are fun and educational for both children and adults. Many of the games in the catalog are top-selling quality games, such as Settlers of Catan, Carcassonne, Blokus, and Apples to Apples. Each game description contains a notation regarding the game's educational value, such as that it teaches vocabulary, social studies, science or math. All the games in the catalog are on display in a special section at each Game Parlor store.



The fundraiser is both easy and lucrative for participating organizations. The organization simply picks a person to be in charge, who then distributes the game catalogs provided by Game Parlor to all the group's members. The game catalog is a really good selling tool, with photos and descriptions of all the games and some of the game components. Members take a few weeks to look over the catalog and decide which games they want to purchase, and submit an order form and payment back to the person in charge by the deadline established by the group. At that point the games are ordered, and in two to four weeks they are delivered, and the group gets a check for 20% of the price of the games.

Groups may want to fire up their members for the fundraiser by hosting a game night, and Game Parlor staff would be happy to attend and show many of the games depicted in the catalog.

If you have an interest in organizing a game fundraiser for your school or organization, please contact Game Parlor's owner, Rob Weigend, at 703-551-4200 or at rweigend@gameparlor.com.





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I Obey The King, And You Shall Obey Me!

Von Seydlitz: Possibly the most famous cavalry commander of the 18th Century was the Prussian Lt. General von Seydlitz, whom I have depicted in the first picture above with one of the Suren/Willie 30mm figures in my collection. I think that he strikes a rather jaunty pose on his leaping charger and with his sword held aloft. Were I more adept at minor conversions, I suppose that I could have had Seydlitz tossing his clay pipe into the air, as at Rossbach. Instead, I gave him a stouter RSM sword to replace the rather feeble Suren sword that he came with. You will also note the usual round base that indicates one of my army or brigade commanders in our Batailles de l'Ancien Regime (BAR) rules.



Officers of CR2 Prinz von Preussen Regt. (Elite Miniatures & GMB Flag)

Von Seydlitz began his career as a cornet in the Rochow Cuirassier regiment at the start of the War of the Austrian Succession in 1741. He first came to the attention of King Frederick while serving as an orderly officer during a skirmish with the Austrians. Von Seydlitz overheard Frederick ask what the calibre of gun was that was firing on his flank. So Seydlitz impetuously rode toward the battery and picked up a spent round from the ground, wrapped it in his handkerchief and presented it to the King. He was promoted to captain in the Natzmer White Hussars (HR4) in 1743, was promoted to major after serving with distinction at Hohenfriedberg and Soor in 1745. He was later promoted to Lt.-Colonel of the White Hussars in 1752 and promoted to full colonel by 1755, prior to the outbreak of the S Y W .

In command of a brigade of cuirassiers at Lobositz in 1756, Frederick asks Seydlitz for his assessment of the Austrian position and asks him if his cuirassiers can

overthrow the Austrian horse. "Yes, but the cannon of Lobositz will soon bring me to my senses," replies Seydlitz.

His performance at Kolin in June 1757 was where his star really began to shine. With the death of Major General von Krosigk, Seydlitz assumes the command of a heavy brigade of 10 squadrons of cuirassiers and 5 squadrons of dragoons. His spirited attack of the Austrian position on Krechor Hill rides down the Wurttemberg Dragoons, the Saxon Carabineers, and the Hungarian foot regiment of Haller. The German regiments of Baden and Deutschmeister are also pushed back, but the Botta regiment holds firm and Seydlitz had to retire his blown horses and reorganize.

In recognition of his valor at Kolin, Seydlitz was awarded the Pour-le-Merite and promoted to Major General. When congratulated by Zieten on his promotion, he replied, "it is high time Excellency, if they want to get anything more out of me, I am already thirty-six." Seydlitz is effectively made commander of all Prussian cavalry prior to Rossbach (November 1757), surpassing other more senior officers in the jump. To those who claim seniority, he merely says, "Gentlemen, I obey the King, and you will obey me!" And the rest, as they say, is history as Seydlitz's attack of the Austrian-French cavalry is followed up by a crushing second attack into the flank of the Allied infantry, sweeping them off the field of Rossbach.

Now tell me, who wouldn't want such a man leading his cavalry into battle? Der Alte Fritz certainly appreciates the talents of von Seydlitz. In our BAR games, I gladly pay the points to include an "elite" cavalry general in my army - von Seydlitz - at the expense of another trooper or two. His effect on the morale of his troops has come in handy in many a battle, proving to be the difference between winning the melee or routing off the field.





I Obey The King, And You Shall Obey Me!

Continued...

Prinz von Preussen Cuirassiers: The third picture from the top depicts all 5 squadrons of my rendition of CR2 (Prinz von Preussen - inhaber). The figures all come from the Elite Miniatures range of SYW Prussian cavalry. I really like the animation in the horse that Peter Morbey sculpts and when you put a bunch of them together, the whole unit seems to be in motion. Each squadron of 12 riders includes one officer, one trumpeter and one cornet (standard bearer) holding a GMB Designs standard. If you look closer at the middle picture (click to enlarge all pictures) you will see that I used some twisted florist's wire to make flag cords.



Prinz von Preussen Cuirassieris (Elite Miniatures - Der Alte Fritz)

Given that we call Bill Protz's French Carabiniers "The Thundering Herd", I had to come up with an equally evocative moniker for my large regiment. I finally settled on the title, "Death By Cavalry". I chortle when I recall the look on the faces of the French when they saw all five squadrons (60 figures) for the first time. Ah yes, it makes for a rather fond memory for Der Alte Fritz.

What could be next, ten squadrons of the Bayreuth Dragoons (120 figures)? Hmm, there is an idea worth pursuing.

Editor: Jim Perky's Blog can be found at <http://altefritz.blogspot.com/> ; thanks Jim.



FALL SPECIALS FROM PFC-CNC

PFC - C in C

<http://www.pfc-cinc.com/page/page/292434.htm>

would like to announce two fall specials for September 1-30th. As with other specials we have offered, no additional discounts will be available on these special prices.

SS-1 - Ten (10) T-72 tanks
(R-62) for just \$10.00 USD (single box)

SS-2 - Ten (10) T-62A tanks
(R-65) for just \$10.00 USD (single box)

We plan to offer some sort of monthly special throughout the fall, depending on response. We also have a number of new items nearing production, and hope to announce several of those very soon.

Thank you all for your continued support!





NEW RELEASES FROM GHQ FROM JULY - AUGUST 2007

Photos not necessarily in scale



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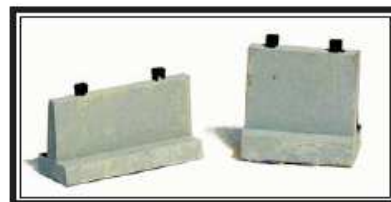
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Correction - The SKUs for the HMS Centurion Napoleonic Micronauts are as follows: 244 - battle sails, 244F - full sails

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Monthly Science Fiction and Fantasy Magazine



Articles

September 2007 FEATURES

Is Ray Bradbury the new James Fenimore Cooper?

ARTICLES. Mark was recently in a discussion about Ray Bradbury's The Martian Chronicles. The book is a novel written in 1950 about the colonisation and subjugation of Mars by humans who had screwed things up on Earth pretty badly and were migrating to Mars. The conflicts with the native Martians in some ways reflect the coming of Europeans to the New World and the destruction of the native peoples.

Time and relatives in space

ARTICLES. The topic here is Doctor Who. More specifically, the Doctor himself and his relationship with his arch-nemesis, the Master. There has been much mulling in the Who fan community as to their relationship to each other. Rather than examine those opinions, Geoff prefers to examine the evidence to draw his own conclusions.

Zombies and mnemonics

ARTICLES. There was an article in the February, 2007, edition of Reason magazine, notes Mark, a well-known libertarian periodical, on horror movies about flesh-eating zombies. Reason is a somewhat respected outlet of libertarian views. Now having Reason magazine writing about flesh-eating zombie movies is itself a little surprising. Reason probably is more a place you would look for political statements and not a place one generally would look for discussion of films about flesh-eating zombies, even if freedom from death is the ultimate libertarianism.

Stardust (Mark's take)

MOVIE REVIEWS. With little pre-release fanfare, Neil Gaiman's Stardust, directed by Matthew Vaughn, comes to the screen as a first-class fantasy film, one - says Mark - of the best. The story is convoluted but not really confusing. A young man from our world on a quest to win his love ends up being the fulcrum in a battle for the rule of a kingdom in a magical world. Gaiman is a fresh and a different voice in fantasy writing so the film is full of surprises and some genuinely funny jokes.

The Bourne Ultimatum (Mark's take)

MOVIE REVIEWS. Jason Bourne, says Mark, is hot on the trail of the people who know why he was made a deadly assassin. There are a few cracks in the wall of his amnesia and he is starting to see the picture beyond. The last of Bourne trilogy of films should have been the most satisfying of the three with the loose ends tied up and the CIA closing in. Will it be Bourne Dead or Bourne Free? But this film is less interested in good plot than it is in having long, drawn-out action chases of which there are entirely too many.

The Elves of Cintra

INTERVIEWS. Interview with fantasy author Terry Brooks, who chats about his latest epic novel, The Elves of Cintra, the longevity of his career in the genre, and how his world of the Shannara books came to be.

An interview with Dennis Batchelder

INTERVIEWS. A cautionary tale, flavoured with Science Fiction, metaphysics and spirituality built on a foundation of self-reliance, otherwise called 'Soul Identity' is the debut novel by software entrepreneur/author Dennis Batchelder of Kent Island, USA.

Harry Potter And The Order Of The Phoenix (Mark's take)

MOVIE REVIEWS. Harry Potter returns in his most complex and political story, not to mention his darkest and least cute one, opines Mark. Harry, Hermione, and Ron have to fight a two-front war against a takeover of Hogwarts and the return of Voldemort. Davis Yates directs. The films get more intelligent and more adult as Harry also does.

Ratatouille (Mark's take)

MOVIE REVIEWS. Ratatouille has an engaging enough premise, finds Mark, but does not really have a good story to tell. The first third of the film is much more engaging than the remainder. The furry rat who is the main character is expressive and winning, but the human characters do not give him much support and the story pulls in too many directions.

God doesn't return his calls any more

FICTION. A short story by GF Willmetts. Let my carbon footprint be light in the winter snow and tell al-Qaeda you aren't letting them into your heaven...

Still Deaths

FICTION. Fiction from the pen of Mark Dellar. Still Deaths looks at what happens when the art world makes an unholy pact with the forces of law and order in a darkly futuristic UK.

The Invasion (Mark's take)

MOVIE REVIEWS. This is a film that is pretty good until it turns bad. The fourth adaptation of The Body Snatchers has some thoughtful and intelligent additions to the telling. Sadly, in the last twenty minutes the film goes terribly sour as it metamorphoses into another mindless action film with a much too Hollywood ending. Nichole Kidman stars as the psychiatrist whose patients start reporting that the people around them are turning strange. And they are right.

More articles ...

Editor: If you are a big Science Fiction I highly suggest signing up to this magazine at <http://www.sfcrownsnest.com/>





SIR HARRY PAGET FLASHMAN, -- COLLECTION OF MEDALS by Pete Panzer

Born in 1822 - one Sir Harry Paget Flashman, whose collection of medals includes the following as worn on his chest:

First Row

Victoria Cross Indian Mutiny

Knight Commander of the Bath for services during the Indian Mutiny 1858

Second Row

Knight Commander Indian Empire

Queen's Medal for Afghanistan 1841-42 (ribbon very faded)

Cabul 1842

Third Row

Jallalabad , Afghanistan . Awarded to the defenders of Jallalabad 1842

Sutlej , India 1846

Crimea 1856

Indian Mutiny 1858

Four Row

Second China War 1860

Abyssinia

South Africa , Zulu War 1879

Egypt 1874

Fifth Row

Queen's Sudan 1896

Third China War 1900

Queen Victoria 's Jubilee

Edward VII Coronation

Sixth Row

Edward VII Delhi Durbar

George V Coronation

Order of the Elephant (Denmark)

Turkish Crimea Medal 1856

Seventh Row

Congressional Medal of Honor (USA, post-1904 ribbon)

Civil War Campaign Medal (USA , second ribbon)

Southern Cross of Honor (awarded by the United Daughters of the Confederacy to Confederate veterans)

San Serafino Order of Purity and Truth (4th class)

Eighth Row

Possibly Iron Cross (Germany, 1870 variety) or Commemorative medal of the Congress of Berlin 1883.

Legion of Honour (France)

Franco-Prussian War Medal (France)

Franco-Prussian War Medal (Germany)

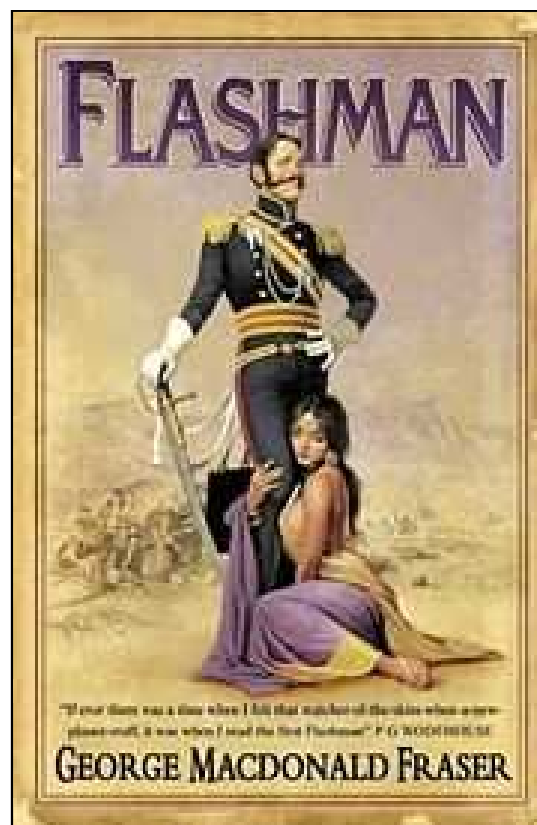
Nineth Row

Indian War Medal (USA , first ribbon)

Khedive's Star (Egypt)

Khedive's Sudan Medal 1896 (Egypt)

General Gordon's Khartoum Star



Long may he live in spirit! Drink a glass in his memory today!





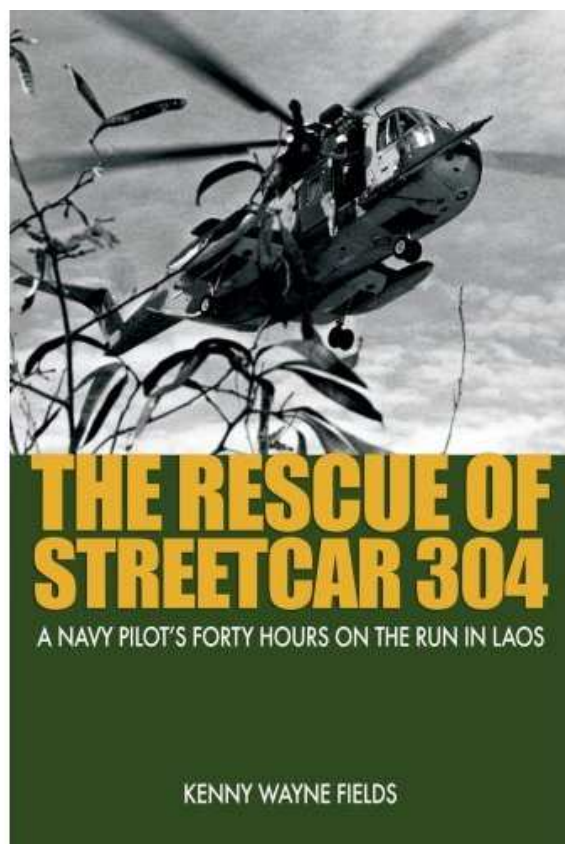
The Rescue of Streetcar 304

Book by Kenny Wayne Fields

Our publisher, Naval Institute Press, has this to say about Kenny's book:

On 31 May 1968, Lt. Kenny Fields catapulted off USS America in his A-7 for his first combat mission. His target was in Laos, which at the time was “officially” off-limits for U.S. attacks. What the planners did not know was that Fields and his wingman were en route to a massive concentration of AAA gun sites amidst an entire North Vietnamese division. Fields—call sign Streetcar 304—was the first to roll in and destroyed the target with a direct hit. Three AAA guns began to fire, but, following his wingman, he rolled in again. This time many more AAA guns opened up and Fields was shot down. The Rescue of Streetcar 304 is Fields exhilarating narrative of the forty hour ordeal that followed, and what turned out to be one of the largest air rescues of the Vietnam War.

Fields recounts close encounters with Pathet Lao guerillas and nearly being killed time and again by friendly bombs. He describes in riveting detail the radio chatter between participants and the stress effects of coping with fear, no food, the jungle heat, wild animals, and sleep deprivation. Before it was over, the U.S. Air Force had flown 189 sorties to rescue Fields, and in the process four pilots had ejected, seven planes were lost or heavily damaged, and one pilot became a POW for five years. Fields draws on Air Force radio logs, after-action reports, and extensive interviews with all participants—including the wives at home—to tell the story from all perspectives. The result is a gripping tale of courage and brotherhood on both battlefield and home front. Kenny Fields was a Bombardier/Navigator in the A-3B for several years and then piloted A-4C and A-7A “attack” jets. During two combat tours to Vietnam he flew 139 combat missions in the A-7 over Laos, Cambodia, South Vietnam, and North Vietnam. He later served as a jet flight instructor. He retired after 22 years, 3,350 flight hours, and 475 carrier landings. He lives in Mooresville, North Carolina.



Kenny in front of Streetcar 313, a VA-82 A-7 that he flew often during his two combat tours. The plane is now at the Hickory, NC aviation museum, www.hickoryaviationmuseum.org

Publication Date: May 2007. 384 pp.,
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Terry Bane, Rod Belcher, Elizabeth Blue, Deborah
Callaway, Steve Cross,
Paul Dellinger, Greg Eateroff,
Robert Fanne'y, Gina Farago T.J. Glenn,
Jack Hillman, Pamela Kinney, John Lawson,
Ron Malfi, Malik, Karen McCollough,
Peter Prallwitz, Kristen Tallman, Steve White, Allen
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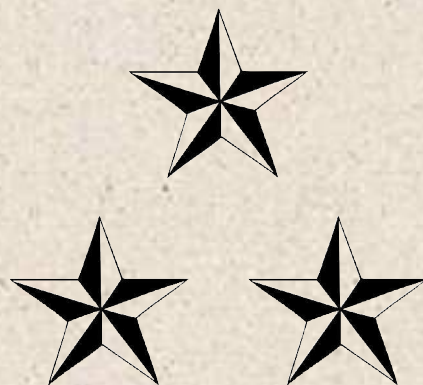


*Headquarters
Department of War*

*Training Circular
FAD 3.0*

FAST AND DIRTY

*Generic Wargame Rules for
Fast & Dirty
Modern and Sci-Fi Combat*



*By
Ivan Sorensen*

*Document Status: FINAL
Approved: 05 September 07*





FAST AND DIRTY

Version 3.0

Credits

Game Design & Development by Ivan Sorensen

Written by Ivan Sorensen

Graphics & Layout by Steve Green

Editing by Charles Reynolds, Steve Green

ACKNOWLEDGEMENTS

I want to thank my wife for her continued support, my friend Paul for listening to my crazy ideas, my friend Daniel for his help with OpenOffice, and everyone out there who asked questions, offered suggestions and helped me to make the game what it is today.

A special thank you to Jon Tufley from Ground Zero Games

<http://www.groundzerogames.net>

for his inspiration and help in the early years.

SUPPORT

Fast and Dirty is a work in progress. I encourage you to visit

<http://www.freewebs.com/weaselfierce>

from time to time and check for updates and new supplements.

Better yet, why not join the Yahoo Group

<http://games.groups.yahoo.com/group/fastanddirty>

and help shape the future of Fast and Dirty! Let me know how the rules are working for you. I'm always interested in hearing from the players and listening to any suggestions you may have that will improve the game. And I'll answer all of your rules questions too!

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INTRODUCTION

OVERVIEW

Fast and Dirty was designed to provide a quick, uncomplicated, yet realistic game system for small unit modern day, near future and sci-fi skirmish combat.

Each player will field a small force, ranging from a few squads to a reinforced platoon with support elements, including heavy weapons, artillery, even a vehicle or two.

Though the system is easy to learn and play, this doesn't mean the game is lacking details. In fact, there are actually three levels of play. First you will learn the **Basic Game**, which provides all the core rules necessary to head off into battle. Then, as you become familiar with the system, you might want to consider using some of the **Advanced Rules**, which will add more depth to your gaming experience. Finally, there are a number of **Optional Rules** which you can incorporate into your games to add even greater detail. The choice is yours.

The game comes with a background history (set in the 22nd century) and force listings for this setting, but you are free to devise your own worlds and forces. Fast and Dirty is a generic system, specifically designed to work with a wide array of settings and miniatures.



NEW PLAYERS

Players new to the game should start small, with 2 or 3 identical squads on each side, using only the Basic Game rules for moving, shooting and assaulting. No heavy weapons, artillery or vehicles. Then, as you get more comfortable with the system, you can add more forces to the mix, and begin to experiment with some of the Advanced and Optional rules.

MINIATURES

Fast and Dirty was designed for use with any line of miniatures ranging in size from 15mm to 28mm. Figures should be based individually. Each one represents a single soldier or piece of equipment.

Ground scale is considered relative, with an eye towards making the game playable on smaller playing spaces - a 4' x 4' table is all you need.

SPIRIT OF THE GAME

By assuming certain basic military principles that do not change much over time, such as troop morale, motivation, experience and



basic ranged combat, these rules are an attempt to create a system that will serve just as well for fire fights today as those far off into the future.

No attempt was made to create "official" army lists or point systems, and these rules are probably not suited to tournament style play.

The rules can't cover every situation, and there will be times when you need to use common sense and good sportsmanship to establish an outcome that will be enjoyable for both sides.

So play for the fun of it ... you won't regret it!

GETTING STARTED

FORCE PROFILES

Forces used in Fast and Dirty are presented using a common template or profile. This profile is used to describe the units and detail their game values. A sample is shown below.

Unit Name	Orbital Marine Recon
Quality	Regular
Resolve	Steady
Armour	Light
Traits	Stealth

A profile contains the following:

Unit Name: This simply identifies the unit in question. Examples include Light Infantry, Assault Marines and Star Guard; you are limited only by your imagination.

Quality: Think of this as a combination of training, competence and experience. There are four levels of quality:

- ★ **Rabble** – These units are poorly trained and inexperienced.
- ★ **Conscript** – These are reasonably well trained and usually experienced units
- ★ **Regular** – Highly skilled and effective units.
- ★ **Elite** – The best of the best, typically reserved for Special Forces.

The overall quality of a unit will determine a number of key factors, including how spread out they may become and remain a viable force (**Coherency**), how selective they may be when choosing a target (**Fire Priority**), how accurate they shoot (**Ranged Combat**), and how well they fight in hand to hand (**Close Assaults**).

Resolve: Relates to how dedicated the unit is to achieving the mission on this particular day. Unit resolve can be:



- ★ **Reluctant** – These units are fighting under duress, and given the slightest reason or opportunity, will probably leave the field
- ★ **Uncertain** – Circumstances have made these units hesitant to fight and unsure of their chances to win.
- ★ **Steady** – These units have a job to do and the will to get it done.
- ★ **Determined** – These units put success of the mission above personal risks.

This value will determine the casualties that a unit may suffer before it breaks, which triggers a morale check.

Armour: Represents the type of body armour worn by all the members of the unit (or the natural armour of alien creatures). Values include None, Light, Improved, Heavy, Light Power and Heavy Power armour.

Character Traits: These are a feature of the Advanced Rules. They are designed to allow players to custom tailor their forces to match the figures being used, and create the gaming backgrounds they prefer.

There are dozens of traits, including Agile, Berserk, Elusive, Fanatic, Fearless, Grizzled, Hero, Legend, Regenerate, Swift, Terrifying, Tough ... even Zombie!

See Traits (on page 29) for complete details.



GAME UNITS

In the real world, individual soldiers seldom enter battle on their own. They are organized into small groups and trained to operate as such. The names of these small units vary depending on the nation and the year, and include terms such as Fire Team, Section and Squad. For the sake of simplicity, however, we will refer to these organized groups of soldiers as units or squads throughout these rules.

Players will take turns activating individual units. Infantry squads, heavy weapons teams, snipers, officers and vehicles each count as a single unit. If the scenario includes on-board artillery, these also count as individual units.

TABLETOP PREP

Be it a cluster of buildings at a crossroads, a hilltop vantage point, a key bridge, or a clearing where the extraction craft can land ... if you can imagine it, it can be fought over.

Many gamers like to start with terrain, then create a scenario that fits the surroundings, then build forces to accomplish that mission. You may, of course, have a different approach.

A good rule of thumb is "The more terrain the more enjoyable the game." To get you started, here are some ideas for terrain, based on the general location of the upcoming battle:

- ★ **Defensive:** Bunkers, sandbag weapons pits, trenches, barbed wire, mines.
- ★ **Rural:** Small clusters of a few buildings, roads, rock walls, rivers, bridges, crops, forests, swamps, ponds.

- ★ **Urban:** Lots of buildings, roads, fences, rivers, bridges, plazas, fountains, statues, scattered trees, parks.

And don't forget large bodies of water. There's no reason a table edge couldn't be the banks of a wide river, or the shore of a lake or ocean.

SCENARIO CREATION

From scenes inspired by your favourite movies, to gaming classics like meeting engagements, surprise attacks, and patrols, Fast and Dirty was designed to support the mission.

There will be a detailed scenario supplement released in the future, but for now, here are a few ideas to help you craft your own scenarios:

Ambush: The Defender deploys in the middle of the board, in a 1' x 4' zone. The Attacker deploys within 6" of two opposing board edges. The objective is to defeat the enemy. Forces are roughly equal.

Bottleneck: The Defender deploys in the middle of the board, in a 2' x 2' zone, defending as key feature (bridge, HQ, etc). The Attacker enters from any one board edge. The objective is to capture the key feature and hold for a set number of turns. Forces are roughly equal.

Defensive Line: The defender deploys along one table edge, in an 18" x 4" zone. At least 50% of his forces are in bunkers, trenches, and other fortified positions, and this may include barbed wire and mines. The attacker deploys in a 6" x 4' zone on the opposite table edge. The objective is for the attacker to destroy at least a portion of the defensive positions and exit half their initial



strength of the enemy table edge. The attacker receives 50% more forces than the defender.

Drop Zone: Similar to Bottleneck, but the Attacker deploys his forces from the air. The attacker receives 25% more forces than the defender.

Meeting Engagement: Both players deploy in a 1' x 4' zone along opposite table edges. The objective is to defeat the enemy. Forces are roughly equal.

BUILDING FORCES

Detailed force supplements will be released in the near future, each targeting a specific genre (WWII, Modern, Sci-Fi, etc). But for now, here is a simple system for building opposing forces, designed to get you up and gaming as quickly as possible.

Note that this system will not include every option available under the rules. It is intended to generate fairly regular human forces with reasonable variations, for use in quick pick-up games. It is also not designed to produce perfectly balanced forces. Real battles are rarely even affairs.

This system is aimed at creating forces for a human-centered, modern day or near future battleground. But don't feel confined by the terms used. A "grenade launcher" can just as easily be a "photon blaster" or "bio-cannon". Feel free to alter the forces generated to get the game you want to play.

Platoons: Players new to FAD should start with a single platoon each. More experienced gamers can easily handle two. If the scenario has already been chosen, and there is a definite "attacker" and "defender", we

recommend giving the attacker one additional platoon.

The number of squads in a platoon varies by nation and time period, and platoons are not always operating at full strength anyway. This means that platoons have a variable number of squads. For each platoon in your force, roll 1d6 on the following table:

PLATOON STRENGTH

1-4	3 Squads
5-6	4 Squads

The result is the number of squads which make up that platoon.

Squads: The number of soldiers in a squad also varies by nation and time period, and as with platoons, squads are not always operating at full strength anyway. This means that squads are comprised of a variable number of soldiers.

Each player rolls 1d6 on the following table to determine the base level for each squad in your force:

SQUAD STRENGTH

1-2	6 Soldiers
3-4	8 Soldiers
5-6	10 Soldiers

Now roll 1d6 on the following table, once for each squad in your force, to determine their Quality Level:

SQUAD QUALITY

1	Rabble
2-4	Conscript
5-6	Regular



Next, roll 1d6 on the following table, once for each squad in your force, to determine their Resolve:

SQUAD RESOLVE

1	Uncertain
2-5	Steady
6	Determined



Finally, roll 1d6 on the following table, once for each squad in your force, to determine their Armour:

SQUAD ARMOUR

1	None
2-5	Light
6	Improved

Weapons: The makeup of basic squad weapons will also vary between nations, but within a force, will usually remain constant.

Each player rolls 1d6 on the following table to determine the basic squad weapons for **ALL** squads in your force:

SQUAD BASIC WEAPONS

1-2	Low-Tech Rifles
3-4	Assault Carbines
5-6	Assault Rifles

All members of the squad receive the weapon rolled, except one. That individual carries the squad support weapon. To determine the nature of this weapon for each squad in your force, roll 1d6 on the following table:

SQUAD SUPPORT WEAPONS

1	Flamethrower
2-4	Squad Automatic Weapon
5-6	Grenade Launcher

Command Squads: Each platoon comes with a command squad. This squad consists of one platoon leader, and three regular soldiers. These squads are automatically considered to be Regular, Steady, and wearing Light Armour, and armed with the same basic weapons as regular squads (but no support weapons).

Review: By this point, both players have formed the core of their forces. You know the number of platoons, the number of squads in those platoons, the strengths of the squads, their characteristics, and their weapons. All die rolls have been in the open, since this is the sort of intel that any force would know about their enemy.

But from this point on, the selections should be made in private, and only revealed at the end. It is now time to customize your forces!

Variations: Each player is allowed to choose one of the following variations and apply it to their force:

- ★ **Assault Troops:** All squads replace their basic weapons with Submachine Guns, and receive the Assault Troops trait.



- ★ **Energy Weapons:** Any number of squads may swap one support weapon for a Plasma Rifle.
- ★ **Heavy Rifles:** One basic squad can replace all weapons carried (including support weapons) with Gauss Rifles.
- ★ **Human Wave:** All of your basic squads may trade in their support weapon for three additional regular soldiers.
- ★ **Improved Command:** All of your command squads receive 2 additional soldiers, and are issued heavy armour.
- ★ **Local Militia:** Any number of squads may drop their quality level by one, to gain the Agile trait, and have their Resolve increased by one.
- ★ **Lone Leader:** Replace all command squads with a single platoon leader. Add 1 regular soldier to all other basic squads.
- ★ **More Support:** Any of your basic squads may swap two regular soldiers for an additional support weapon.

Enhancements: Players may now choose one enhancement per platoon. All platoons can select the same enhancement:

- ★ **Firepower:** Add 1 additional support weapon to every basic squad. Roll once to determine which weapon you receive.
- ★ **Heavy Troopers:** Any 2 squads are issued heavy armour.
- ★ **Improved Intel:** The player receives a +1 modifier to rolls to determine who activates first, until an activation roll comes up a natural 1.
- ★ **Longer Range:** All squad basic weapons receive a range bonus of +x1.
- ★ **Manpower:** Add 2 soldiers to every basic (non command) squad.

- ★ **Recon:** You receive a bonus squad of 5 soldiers, classified as recon troops. Roll for their Quality, Resolve and Armour.
- ★ **Urban Assault:** 2 soldiers in every squad may swap their basic weapon for assault shotguns.
- ★ **Veterans:** Increase the Quality Level of one squad by one level.

Limitations: Players must now choose one limitation per platoon. Note that you cannot choose a limitation for a platoon that directly affects an enhancement (for example, you cannot select Under Strength if you picked Manpower as an enhancement).

- ★ **Inflexible:** Squad Coherency is now 2" regardless of individual quality ratings.
- ★ **Inexperienced:** Decrease the Quality Level of two squads by 1 level.
- ★ **Militia:** One squad is downgraded to Rabble, and wears no armour.
- ★ **No Grenades:** All squads receive a -1 penalty to close assault rolls.
- ★ **Shorter Range:** All squad basic weapons receive a range penalty of -x1.
- ★ **Under Gunned:** Remove one support weapon from any two squads.
- ★ **Under Strength:** Remove one soldier from each basic squad.
- ★ **War Wary:** The Resolve for two squads is reduced by 1 level.

Optional – Greater Variety Rule

Players who want even more variety with their forces may use the following rules:



Squad Leaders: Experience in war pays dividends on the battlefield. Roll 1d6 for each squad leader. If the result is a 1 or 2 the leader is "inexperienced", and the squad suffers a -1 penalty to Morale Tests. If a 3 or 4 the leader is "experienced" and receives no bonus or penalty. If a 5 or 6 the leader is a "seasoned veteran", and the squad earns a +1 bonus to Morale Tests.

Heavy Weapons: If the Heavy Weapons advanced rule is used, each player receives one heavy weapons unit per platoon. Roll 1d6 per platoon. If the result is a 1 or 2, the weapon is a Light Auto Cannon, if a 3 or 4, the weapon is a Light Chain Gun, if a 5 or 6, the weapon is a Heavy Machinegun.

Artillery Support: If Indirect Artillery Fire is used, each player receives one off-board artillery unit. If the scenario has been chosen, and there is a definite "attacker" and "defender", the attacker receives one additional unit. Roll 1d6. If the result is a 1 or 2, the weapon is a Light Mortar, if a 3 or 4, the weapon is a Light Cannon, if a 5 or 6, the weapon is a Medium Cannon.





PLAYING THE BASIC GAME

TURN SEQUENCE

During a game turn, players will take turns activating their squads. First player A activates a squad, and then player B activates one. Players alternate in this fashion until every squad has been activated.

If a player runs out of squads, his opponent may activate any remaining squads one at a time. This way, every squad gets one chance to act each game turn.

To determine who goes first each turn, simply roll 1D6 each; highest roll moves first. On a draw, the side that lost initiative last turn moves first this turn.

Optional – Card Activation Rule

Players can make a deck of cards, one card for every squad in the game. Shuffle the cards, place it face down on the table, and turn them over one at a time. When a squad's card is drawn, the squad activates. When the deck is exhausted the turn ends. Shuffle the deck and begin the next turn.

SQUADS AND ACTIONS

Each time a squad is activated, determine their current status by **Checking Resolve**. If they are unbroken, the squad may perform one of the following Actions:

- ★ **Engage the Enemy** – the unit can **Move**, and then either **Close Assault** or **Shoot**.
- ★ **Move Out** – the unit can **Rush** to get into position.

- ★ **Command** (Advanced Rules) – the unit can **Shoot**, and then **Recover Wounded** or call for **Indirect Artillery Fire**.

CHECKING RESOLVE

It is rare for all units to enter a fight with the same level of determination to win. Losses or earlier defeats may instill a lack of confidence in leadership, making the troops reluctant or uncertain in their abilities. Likewise, prior victories in the war, or unrestrained zeal for the cause may make some units confident in their abilities and determined to win.

These levels of fighting spirit are known as Resolve. They are assigned to every unit before the start of the game, based on the desires of the players, the nature of the army, the type of scenario being fought, etc.

Their function is to determine how many casualties (dead or wounded) a squad can sustain before they break.

When a squad is activated, check their dedication by comparing current casualty levels to their Resolve on the following table:

RESOLVE TABLE

Reluctant	1 casualty
Uncertain	25% of original size
Steady	50% of original size
Determined	75% of original size



If casualties equal or exceed the level shown the unit is Broken, and must immediately take a **Morale Test** to determine how it may act this turn. Note that in the Advanced Rules it is possible to **Recover Casualties** and restore a squad to above the breaking point.

Note that the effects of morale override any other psychological effects (such as Leaving Wounded Behind), except for being Pinned. Troops that are Pinned will remain so, refusing to budge.

MORALE TESTS

To resolve the Morale Test roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the unit, as shown on the table below:

QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If two or more dice succeed, the squad rallies, becomes unbroken, and may act normally this turn.

If only one die is a success the squad remains broken and must fall back, unless they are in cover **AND** have no enemy within 8". If they move, it must be away from the enemy. They may not initiate a **Close Assault**, and if they choose to **Shoot** they will suffer a -3 penalty to their Fire Effect roll.

If no dice succeed the squad immediately routs, disintegrates or surrenders. In any case, remove the figures from play.



Optional – Loosing Heart (Recommended)

While a force may start a fire fight in high spirits, heavy resistance and casualties can swing things the opposite way. Checking the Resolve and taking Morale Tests applies only to individual units. This optional rule applies to the army as a whole.

Once an army has sustained at least 50% losses*, the force will begin to Loose Heart, and the Resolve for all units will permanently drop by one level.



Once an army has sustained at least 75% losses*, the force is considered decimated, and the Resolve for all remaining units will permanently drop by one more level.

Any Reluctant unit required to lose another level of Resolve is automatically eliminated instead.

* Losses relate to the overall total number of independent units eliminated from play. So squads, heavy weapons teams, snipers, officers and vehicles each count as a single unit. If the scenario includes on-board artillery (perhaps in a pillbox), or other "hard target points" such as bunkers, bridges and radar stations, players may wish to assign these "unit" status for purposes of determining army size.



MOVEMENT

There are two forms of movement in Fast and Dirty, a standard **Move** and a hurried **Rush**.

Move: This generally represents a cautious advance while squad members make use of available cover, but it can also be used to charge into **Close Assault**.

If you move a unit, each member of the squad may move up to its maximum allowed distance (which for most infantry is 6"), subject to rules for **Coherency**. If moving into **Close Assault**, squad members gain a +4" charge bonus. After moving, figures can face in any direction.

Rush: Rushing represents a determined dash or desperate sprint. The object is to cover as much ground as possible as quickly as possible, without regard for what the enemy is doing.

When rushing, rules for **Coherency** still apply, but the movement rate of the unit is doubled.

Optional - Variable Movement Rule

Players who prefer movement to be more unpredictable may instead use a basic movement rate of D6+2. Make a single roll for each unit and apply that rate to every figure in the squad that turn. Rushing adds an additional D6+2 to their movement rate.

When using this rule players should declare their movement intent prior to making the roll. For instance, "This squad will attempt to rush across the road to that brick wall." Regardless of the die roll, the unit must head towards their stated objective. This means that if you take risks, sometimes a unit will be caught in the open!

DIFFICULT GROUND

Most troops can handle open range, rolling hills, city streets, low walls, shallow streams and light woods with ease. But some terrain will provide a challenge to movement. This might include deep streams, thick and tangled vegetation, high walls, rocky patches, and swamps. This is referred to as Difficult Ground, and it is up to the players to decide which terrain elements in the game will be classified as Difficult Ground, and for which troops.

While moving through Difficult Ground, all movement costs are doubled. Thus, to cross a deep stream that is 3" wide will take 6" of movement.

COHERENCY

During movement, members of a squad can be spread out in any way you please, so long as the gap between squad members does not exceed the allowable distance below:

COHERENCY TABLE

Rabble	2"
Conscript	3"



Regular	4"
Elite	5"

Note that "Recon" units gain +1" to their coherency, and units wearing power armour always have a coherency of 6", regardless of their unit type or quality.

If coherency is broken for any reason, the squad must make every effort to restore a legal coherency. As an exception, however, if the squad does not move at all, it is not forced to do so. It is assumed that everyone in the unit hugs the ground and stays where they are.



CLOSE ASSAULT

To close assault, a unit must move so that at least one squad member is in base contact with an enemy figure. Once that happens, the two squads are considered to be engaging in hand to hand combat. Note that a unit gains a +4" charge bonus to initiate a close assault, and that players may pre-measure the distance to see if the target is within range.

Once a close assault is declared, the defending squad is allowed a free shot at their attackers. The range will be from where the assaulting unit starts. Do not place Under Fire or Pinned markers for this, however, as the assaulting troops will be way too psyched up to care!

Determine Victor: To resolve the close assault each player rolls 2D6 (for squads), or 1d6 (for individuals), picks the highest result (do **NOT** add them together), and adds any modifiers which apply. The highest total wins combat (note that a draw is possible).

CLOSE ASSAULT MODIFIERS

Lacks Grenades	- 2
Charging	+1
Better Armour	+1
Outnumber Enemy *	+1 per extra figure
Higher Troop Quality	+2 per level
Wearing Power Armour	+3
Trait Bonus	See Traits

* Count only those figures in the squad which are in base contact or within line of sight of the enemy squad.

Determine Casualties: Both players now roll 1d6 for each enemy figure and consult the table below. Only roll for those figures which are in base contact or within line of sight of the enemy. If the roll is equal to or greater than the kill number shown, one enemy figure is removed as a casualty.

KILL TABLE

Player Won	Enemy Killed on 3+
Draw	Enemy Killed on 4+
Player Lost	Enemy Killed on 5+

Any survivors on the losing side must now fall back 6". On a draw, each squad falls back 3".

Note that troops wearing power armour may negate any kill suffered on a d6 roll of 5+. They also receive two rolls each on the Kill Table.

Overrun: If either side scores twice or more the total score of the other, an Overrun occurs. This means the losing squad is completely wiped out (no need to roll for their casualties). The losing player still rolls 1d6 for each enemy figure, but a casualty is only caused now when rolling a 6.





SHOOTING

Squads shoot as a unit, resolving most fire with a single dice roll. Basic weapons such as rifles, pistols, Squad Automatic Weapons (SAWs), grenade launchers and similar are included in the fire effect of the squad, and are not rolled separately. Heavy weapons, snipers and officers (Advanced Rules) fire individually.

Before shooting can be resolved, the firing unit must check to ensure the target selected meets **Fire Priority** and **Range** requirements.

Fire Priority: When selecting which enemy unit within line of sight to fire upon, a squad has a limited number of valid targets to choose from. This is based on the Quality Level of the shooting unit, as shown in the table below:

FIRE PRIORITY TABLE

Rabble	1
Conscript	2
Regular	3
Elite	4

The table lists the number of units that a shooting squad can select to target, starting with the closest enemy unit first. For example, a Regular squad may fire at any one of the three closest enemy squads.

Range: The Quality Level of a squad will also determine its Base Range. This reflects that troops with better training are more effective with their weapons at greater distances.

BASE RANGE TABLE

Rabble	2"
--------	----

Conscript	3"
Regular	4"
Elite	5"

Every weapon has a range multiplier. To determine the close range of a weapon, multiply the Base Range of the unit by the weapon's Range Multiplier. Medium range is up to double close range, and long range is up to triple close range.

For example, a Regular squad (base range 4") armed with assault rifles (range multiplier x5) can fire their weapons out to 20" and be in close range, from 21 to 40" they are at medium range, and 41 to 60" they are at long range.

See the Weapons Tables (on page 41) for a complete listing.

Determine Fire Effect: To resolve shooting roll 2D6 (for squads), or 1d6 (for individuals), pick the highest result (do **NOT** add them together), and add any modifiers which apply:

FIRE EFFECT MODIFIERS

Target at Long Range	- 4
Shooter Broken	- 3
Shooter Under Fire or Pinned	- 3
Target at Medium Range	- 2
Target is Concealed Sniper	-2
Target Under Fire or Pinned	- 1
Every 3 Riflemen	+1
Rabble in Open Terrain	+1
Shooter Regular	+1
Each SAW	+2
Shooter Elite	+2
Target Bunched Up*	+2



Target Non-Combatant	+2
Target at Base Range	+2
Trait Bonus	See Traits
Weapon Bonus	See Weapons

*Squads are considered Bunched up if three or more squad members are less than 1" apart.

The result is your Fire Effect rating. For every three points, inflict one hit on the enemy unit. If they are partially concealed, it will take four points to inflict one hit. If they are behind hard cover, it will take five points.

Allocate Hits: Hits are always assigned to those enemy figures closest to the shooting squad. For example, if three hits are scored, the three closest enemy figures receive those hits.

Optional – Hit Allocation Rule

Players who wish may choose instead to allocate hits randomly, or simply allow the player of the targeted squad to select the figures hit.

Determine Damage: For each hit, it is necessary to determine the nature and extent of any wounds inflicted.

The attacker rolls 1d6 and adds the highest damage rating of the firing weapons. If a squad has been reduced to one or two models, they cannot produce the same volume of fire and suffer a -1 penalty to their roll.

SQUAD SMALL ARMS DAMAGE

Handguns	+0
Low-Tech Rifles	+1
Submachine Guns	+1
High-Tech Rifles	+2

Assault Carbines	+2
Assault Rifles	+2
Gauss Rifles	+3

HEAVY & SPECIAL WEAPONS DAMAGE

Chain Guns	+2
General Purpose MG	+2
Sniper Rifle	+3
Heavy MG	+4
Rail Guns	+4
Auto Cannons	+6

The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits

If the attacker scores less than the defender then nothing happens. The rounds were either a near miss, or only inflicted a superficial wound.

If the attacker scores equal to or greater than the defender, the target figure is either incapacitated or killed outright. Either way, remove the figure from play.

If the **Recover Wounded** advanced rule is used, then a figure is only killed when the attacker scores three or more points higher than the defender.



If the attacker scores equal to, or one or two points higher than the defender, the target figure is only wounded. This can be indicated by placing a suitable marker next to the injured figure, or laying the figure down.

Wounded figures are out of action. They cannot move or fight, and if wounded again they are killed and removed from play.

See **Recover Wounded** (on page 26) for complete rules on dealing with wounded troops.

UNDER FIRE

When a squad is shot at, place a marker next to them to indicate they came under fire. Units under fire operate less efficiently because they are more concerned with self-preservation.

While the Under Fire marker is in place, the following penalties apply to the squad:

- ★ The squad suffers a -3 penalty to Fire Effect rolls.
- ★ The squad suffers a -2" penalty to **Move**.
- ★ The squad may only **Rush** if it stays in cover, is rushing to get into cover, or to fall back from the enemy.

Under Fire markers are removed from a unit after their next activation, so a unit so affected will suffer the effects for one turn.

While the marker is in place, any additional fire targeting them will suffer a -1 Fire Effect penalty. The squad is considered to be taking extra precautions regarding cover.

Optional – Crossfire Rule

If a squad is fired upon in the same turn by two enemy units which are approximately 180 degrees apart, the squad must take an immediate Pinning Test. Roll 1d6 and compare the result to the Quality Level of the targeted unit. If the result is equal to or exceeds their level, the unit remains Under Fire. If the result is less than their level, the squad becomes Pinned.



PINNING

Occasionally, a unit may experience incoming fire above and beyond the norm for a typical battlefield. Examples include an especially intense artillery barrage, extremely large units pouring forth a hail of fire, and massive bunker or vehicle weapons coming to bear.

For these and similar extreme situations, a simple Under Fire marker will not do. If any Fire Effect roll exceeds the values given for the targeted troops, the target is Pinned instead.

PINNING FIRE EFFECT TABLE

Rabble	10
Conscript	12
Regular	14
Elite	16



Units wearing power armour add +2 to their pinning level.

While the Pinned marker is in place, the following penalties apply to the squad:

- ★ The squad suffers a -3 penalty to Fire Effect rolls.
- ★ The squad cannot **Move** or **Rush**, even if they become Broken and are expected to fall back.
- ★ The squad cannot initiate **Close Assault**.

Pinned markers are removed from a unit after their next activation, so a unit that is Pinned will suffer the effects for one turn.

While the marker is in place, any additional fire targeting them will suffer a -1 Fire Effect penalty.



ADVANCED RULES

This section contains rules that enhance game play and provide a deeper and more realistic battle, but at the cost of added complexity.

Feel free to pick and choose those rules which suit your individual needs (and scenarios).

COMMAND RESPONSE

In the thick of fighting, units do not always hear or obey new orders. They don't have the luxury of a perfect view of the battlefield, with enemy strengths and locations known. They may be reluctant to leave cover, and hesitant to engage the enemy in hand-to-hand combat.

Under these rules, a unit will act as the player desires until one of the following conditions occur. If either condition applies, the unit must take a Command Response test.

- ★ The unit activates Under Fire or Pinned.
- ★ The unit activates 10" or less from an enemy unit.

Determine Command Response: To resolve the command test roll 1d6, add any modifiers that apply, and compare the result to the Quality Level of the unit, as shown on the tables below:

COMMAND RESPONSE MODIFIERS

Squad Took Casualties Last Turn	-1
Squad Has Untreated Wounded	-1
Officer Present	+1

QUALITY LEVEL

Rabble	5+
--------	----

Conscript	4+
Regular	3+
Elite	2+

If the roll equals or exceeds the level shown, the squad passes the test and may act as the player chooses.

If the squad fails the test they may **Shoot**, **Recover Wounded** or call for **Indirect Artillery Fire** as usual, but their movement is restricted as follows:

- ★ The unit may only **Move** to improve cover
- ★ The unit may only **Rush** if heading away from the enemy.

DIRECT ARTILLERY FIRE

Artillery fire is not limited to off-board, indirect support. Sometimes, these assets are in the thick of things, able to fire directly at enemy troops, fortifications, and vehicles.

On-board units require activation and action selection just like other squads. They consist of a single artillery piece and the crew to man them. See the Artillery Support Weapons Table (on page 41) for a complete listing.

Artillery units may perform a standard **Move**, but may never **Rush** due to the weight of their weapon. They may only **Shoot** if they did not move that turn, to reflect the time spent packing up and deploying their weapons.



If the crew take casualties, the squad will suffer a -1 Fire Effect and -1" Movement penalty for each loss.

Ranging In: To determine if the strike is accurate, roll 1d6. If the result is 5 or greater, the range is acquired and shells land on target. If the result is less than 5, the shells fall wide of their mark and are ineffective. Artillery strikes have a blast radius. Any unit within this radius will be targeted by the blast. For each unit affected, work out potential casualties using the procedures which follow.

Determine Strike Effect: To resolve the strike roll 2D6, **ADD** them together, and then add any modifiers which apply:

STRIKE EFFECT MODIFIERS

Target Under Fire	- 1
Rabble in Open Terrain	+1
Target Bunched Up*	+2
Target Non-Combatant	+2

*Squads are considered Bunched up if three or more squad members are less than 1" apart.

The result is your Fire Effect rating. For every three points, inflict one hit on the enemy unit. If they are partially concealed, it will take four points to inflict one hit. If they are behind hard cover, it will take five points.

Allocate Strike Hits: Hits are assigned by the defending player.

Determine Strike Damage: For each hit, it is necessary to determine the nature and extent of any wounds inflicted.

The attacker rolls 1d6 and adds the damage rating of the firing weapon.

ARTILLERY SUPPORT

Cannon - Light	+2
Cannon - Medium	+3
Cannon - Heavy	+3
Missile Launcher	+2
Mortar - Light	+1
Mortar - Heavy	+2

The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits

If the attacker scores less than the defender then nothing happens. The shrapnel was either a near miss, or only inflicted a superficial wound.

If the attacker scores equal to or greater than the defender, the target figure is either incapacitated or killed outright. Either way, remove the figure from play.

If the **Recover Wounded** advanced rule is used, then a figure is only killed when the attacker scores three or more points higher than the defender.

If the attacker scores equal to, or one or two points higher than the defender, the target figure is only wounded. This can be indicated by placing a suitable marker next to the injured figure, or laying the figure down.



Wounded figures are out of action. They cannot move or fight, and if wounded again they are killed and removed from play.

See **Recover Wounded** (on page 26) for complete rules on dealing with wounded troops.



DROP TROOPS

During battle, troops may deploy from the air in a number of ways, including parachutes, anti-gravity modules, or some other ingenious fashion. For game purposes, all of these units will be referred to as Drop Troops.

Drop Troops are not placed on the table during initial set-up but held back in reserve. At any point during the game, when the active player has the option to activate a unit, he may choose to activate a unit of Drop Troops, and deploy them on the table.

Select Drop Point: To deploy Drop Troops, first select a target point on the table. This point must be at least 6" away from any difficult terrain features and enemy figures.

Determine Drop Success: To determine the success of the drop roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the Drop Troops, as shown on the table below:

QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If all three dice pass, the drop was perfect. The squad lands at the drop point without incident or scattering. Arrange the squad as desired, following rules for **Coherency**. The squad may take no further action this turn.

Scatter: For each dice that fails, the unit scatters 1d6" in a random direction. Do this as a single die roll. The unit lands centered around this new spot. Place the figures following the rules for **Coherency**.

If all three dice fail, the unit lands Pinned. Any troops that land on buildings or in woods roll 1d6. If wearing Power Armour, a result of 6 means the figure is wounded. Otherwise, the figure is wounded on a 5 and killed on a 6.

The defender has certain off-board, anti-air units, as defined by the scenario. These units fall into three types, as shown on the table below:

ANTI-AIR UNITS

Light	2d6
Medium	3d6
Heavy	4d6

For each anti-air unit, the defender rolls the specified number of dice. Any roll of 5+ means one enemy figure is killed. Regardless of the anti-air fire results, if the defender fires at the landing troops, that unit lands Under Fire, and should be marked as such.

EXCEPTIONAL TROOPS

Players wishing for a little more variety in their forces may wish to randomly add some Traits to their units.

Simply roll on the following tables prior to the start of the game, and assign the results to your units. The number of rolls may be scenario driven, a variable (such as 1d6 rolls per player), or a set number agreed to by both players. Feel free to spread the assignments around, or to combine multiple traits in one unit.

- | | |
|----------------|----------------|
| 1 Agile | 1 Bug Hunter |
| 2 Elusive | 2 Fanatic |
| 3 Hardened | 3 Grizzled |
| 4 Infiltration | 4 Hardened |
| 5 Stealth | 5 Shock Troops |
| 6 Swift | 6 Tough |



See Traits (on page 29) for complete details.

FIRE TEAMS

Some units receive additional training which allows them to better coordinate their efforts on the field of battle. These units consist of two squads known as Fire Teams, which are “linked” to form a single, larger squad.

Fire Teams have designated “partner” squads (noted before the game begins), and must remain within 12” of their partner or be considered out of **Coherency**.

The two squads activate as one, but can select different actions. For all intents and purposes, the two squads are separate units, **Checking Resolve**, taking **Morale Tests**, **Close Assaulting** and **Shooting** as independent units.

They may, however, choose to work together and perform the same action. If this action is a **Close Assault**, then roll 2D6 as usual, but this time you add them together to determine the victor. If the Fire Teams choose to **Shoot**, then roll 2d6 as usual, and then add them together to determine the Fire Effect.

If one Fire Team is eliminated for any reason, the other continues to act as a single squad.

FORTIFICATIONS

These refer to any position constructed specifically for battle, designed to provide greater cover and tactical advantage for the troops that use them. These include foxholes, sandbag emplacements, bunkers and other covered structures made from reinforced

materials (such as concrete and armour plating), and trenches.

All provide hard cover and an Armour Rating bonus to the troops using the structure. This bonus is added to any armour the troops inside may already be wearing.

FORTIFICATION BONUS

Type	Armour Rating	Armour Value
Foxholes	+1	-
Sandbags	+2	-
Trenches	+3	-
Light Bunker	+4	7
Medium Bunker	+4	9
Heavy Bunker	+4	11

In addition to the above, troops in trenches which have not moved or fired may not be fired upon at ranges over 12”. Troops leaving trenches suffer a -4” movement penalty.

Further, units in bunkers and trenches are automatically successful on one of their dice when testing morale. Only roll 2d6 for their morale test and add one success to the result.

Bunkers also have an Armour Value. This is the defensive value of the structure itself. The structure can be targeted instead of the troops inside. Shooting and close assaulting bunkers is handled exactly the same as the rules for targeting vehicles (see the Vehicle advanced rules starting on page 32).

Treat any penetrating hit on the structure as a “Bunker Destroyed” result. Any fixed weapons within the bunker are destroyed as well. Roll 1d6 for every trooper inside the bunker. If the result is a 3 or 4 the figure is wounded. If the result is a 5 or 6 the figure is



killed. Figures wearing power armour are wounded on a roll of 5 and killed on a roll of 6. Any survivors are marked as Pinned.



HEAVY WEAPONS TEAMS

A heavy weapons team is an individual unit, and requires activation and action selection just like other squads. They consist of a single heavy weapon and the crew to operate them. See the Heavy Weapons Table (on page 42) for a complete listing.

Heavy weapon teams may perform a standard **Move**, but may never **Rush** due to the weight of their weapon. They may only **Shoot** if they did not move that turn, to reflect the time spent packing up and deploying their weapons.

If the crew take casualties, the squad suffers a -1 Fire Effect and -1" Movement penalty for each lost crew member.

A heavy weapons team can be attached to an infantry squad when troops are first deployed. The two units must remain together (following normal rules for **Coherency**) for the duration of the game. They activate and move as one. For purposes of **Checking Resolve** and taking **Morale Tests**, the numbers of the two squads are combined.

If the combined squad moves, only the infantry squad members may **Shoot**. If the combined squad does not move, the two components may fire at separate targets per

the usual rules, or combine to fire at a single target.

When firing at the same target, roll 2d6 (for the infantry) and 1d6 (for the heavy weapons) and **COMBINE** the two highest results, then add all the usual modifiers that apply. The result is your Fire Effect rating. Follow all the usual rules for shooting from this point.



INDIRECT ARTILLERY FIRE

Officers and Squad Leaders for infantry units may call for **Indirect Artillery Fire** as their action for the turn. They may not perform any other activity that turn, as they are too busy calling in the strike. The rest of the squad may **Shoot** however.

These strikes will be made by off-board units. Each is capable of receiving only one strike call per turn. The scenario should specify how many units there are, and of what types. See the Artillery Support Table (on page 42) for a complete listing.

Determine Timing: To determine the timing of the strike roll 3d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the artillery unit, as shown on the table below:

QUALITY LEVEL

Rabble	5+
Conscript	4+



Regular	3+
Elite	2+

If two or more dice succeed, the message is received and understood, and the strike arrives immediately. If 1 die succeeds, the message was garbled and there is no strike this turn, but another attempt may be made on a later turn.

If none of the dice succeed, communication with that artillery support unit is permanently knocked out. No further calls to that unit may be attempted for the remainder of the game.

Artillery strikes can be aimed at any point visible to the officer or squad leader.

Determine Accuracy: To determine if the strike is accurate, roll 2d6 (do **NOT** add them together), and note how many dice equal or exceed the Quality Level of the artillery unit. If both dice succeed, the strike hits with pinpoint accuracy. For each die that fails, the strike will scatter 1d6" in a random direction.

Artillery strikes have a blast radius. Any unit within this radius will be targeted by the blast. For each unit affected, work out potential casualties using the procedures which follow.

Determine Strike Effect: To resolve the strike roll 2D6, pick the highest result (do **NOT** add them together), and add any modifiers:

STRIKE EFFECT MODIFIERS

Target Under Fire	- 1
Rabble in Open Terrain	+1
Target Bunched Up*	+2
Target Non-Combatant	+2

*Squads are considered Bunched up if three or more squad members are less than 1" apart.

The result is your Fire Effect rating. For every three points, inflict one hit on the enemy unit. If they are partially concealed, it will take four points to inflict one hit. If they are behind hard cover, it will take five points.

Allocate Strike Hits: Hits are assigned by the defending player.

Determine Strike Damage: For each hit, it is necessary to determine the nature and extent of any wounds inflicted.

The attacker rolls 1d6 and adds the damage rating of the firing weapon.

ARTILLERY SUPPORT

Cannon - Light	+2
Cannon - Medium	+3
Cannon - Heavy	+3
Missile Launcher	+2
Mortar - Light	+1
Mortar - Heavy	+2

The defender rolls 1d6 and adds the Armour Rating of the targeted squad.

ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits

If the attacker scores less than the defender then nothing happens. The shrapnel was either a near miss, or only inflicted a superficial wound.



If the attacker scores equal to or greater than the defender, the target figure is either incapacitated or killed outright. Either way, remove the figure from play.

If the **Recover Wounded** advanced rule is used, then a figure is only killed when the attacker scores three or more points higher than the defender.

If the attacker scores equal to, or one or two points higher than the defender, the target figure is only wounded. This can be indicated by placing a suitable marker next to the injured figure, or laying the figure down.

Wounded figures are out of action. They cannot move or fight, and if wounded again they are killed and removed from play.

See **Recover Wounded** (on page 26) for complete rules on dealing with wounded troops.

JET PACKS

Frequently referred to as boosters, jump jets, jump packs and similar, this term covers any device that permits powered jumps and leaps, rather than true flight.

Rather than performing a regular move, a unit with Jet Packs may perform one of two types of aerial movement; they may **Leap** or **Bound**.

Leaping: this refers to a single powered leap, typically used to cross obstacles. The figures may move up to 12" on a Leap, clearing obstacles up to 6" in height. Taller obstacles can be crossed, but each 1" added to the height will reduce the jump length by

2". A Leap may not be used to enter close assault, and the unit may not perform any other action that turn.

Bounding: this is a series of short jumps used to cover ground quickly. Bounding troops may move a total of 18", divided into 3 individual bounds of up to 6" each. Each bound must be taken in a straight line, and may clear obstacles up to the height of the bounding figure, but no higher. Bounding troops may fire, but suffer a -2 penalty to their fire effect.

Troops may Bound into close assault, but the defending squad is allowed a free shot at their attackers. The range will be from the point of the last bound prior to making contact. Do not place Under Fire or Pinned markers for this, however, as the assaulting troops will be way too psyched up to care!

Squads equipped with Jet Packs may carry wounded in the normal fashion, requiring 2 troopers to carry each wounded. Deduct 2" from leaps and 4" from Bound when doing so.

LAST STAND

No epic battle is complete without a desperate last stand, preferably against the odds.

Once per game, each player may select a single unit and declare they are making a Last Stand. Once a unit has made this declaration, the deed is done. There is no die to roll (though we suggest the player make a dramatic speech).



A unit making a Last Stand is rooted to their spot. They will not move for any reason, although they may regroup if they suffer casualties. There is no need to Check Resolve so they cannot be broken, and have no need to take a Morale Test for any reason. They ignore the effects of being Under Fire and Pinned.

In short, they will hold their position; **Shoot** at their choice of enemy units, and fight to the last man.



NON-COMBATANTS

Sometimes, scenarios may call for the inclusion of units with no fighting capabilities. These units may represent civilians caught up in the fire fight, news crews, or even panicked troops which have dropped their weapons and fled the battlefield. All such units are known as non-combatants.

Non-combatants can only choose the **Move Out** action, and will always **Rush** away from visible enemy units, unless the scenario rules specify differently. For Quality Level purposes, treat these units as Rabble.



OFFICERS

Officers function as an individual unit, and require activation and action selection just like any other squad. They are represented by a single figure. Unless scenario rules dictate otherwise, officers may attach to and detach themselves from other units at will, but they may only act once each turn.

All officers are rated for Leadership. There are four ratings, as indicated on the table below:

LEADERSHIP RATINGS

Novice	+0
Experienced	+1
Inspiring	+2
Heroic	+3

Any squad containing an officer may re-roll a number of failed Morale Test dice, equal to the Leadership Rating of the attached officer.

Officers are also specialized by branch. They are classified as Infantry, Gunnery (for heavy weapons) and Cavalry (for armour) officers. When an officer is attached to a unit of the same branch, that unit may add the Leadership Rating of the officer to any **Close Assault** or **Fire Effect** rolls.

Officers may **Close Assault** and **Shoot** on their own, like any other unit, and participate in such activities when attached to a squad.

For the purpose of **Checking Resolve**, any squad containing an officer will temporarily have their strength raised by 1. If the officer leaves the squad, they revert to their original strength.

If the **Command Response** advanced rule is used, officers of any Quality Level will add

+1 to the Command Response tests of those units they have joined.

PERSONALITIES

Stories and movies of warfare are filled with colourful personalities, and our gaming would be rather dull if it didn't take these figures into account.

We recommend that players use models equal to the personality profiles they employ. An especially beefy soldier for a Brawler, a trooper with red cross arm bands, helmet and medical bag for a Medic, etc. But players are, of course, free to simply assign the profiles to regular models.

The number of personalities allowed per side may be scenario driven, a variable (such as 1d6 rolls per player), or a set number agreed to by both players.

Brawler: A Brawler receives an extra roll on the Kill Table during **Close Assaults**.

Comms: A squad with a communications expert receives a +1 mod when checking **Command Response**, and when calling for **Indirect Artillery Fire**.

Knife Fighter: A knife fighter receives a +1 modifier during **Close Assaults**.

Lucky: A squad with a lucky trooper can re-roll any one die roll once during the game.

Sharpshooter: Any squad with a Sharpshooter receives a Damage bonus of +1.

Trigger Happy: A squad with a Trigger Happy trooper receives a Fire Effect bonus of +1.



Medic: A Medic can treat two wounded in one turn when attempting to **Recover Wounded**, and requires no additional helper.

Motivator: Any squad with a Motivator may re-roll a failed **Morale Tests**.

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POWER ARMOUR

Troops equipped with Power Armour are wearing the best protection money can buy. As such, there are certain special abilities that only squads wearing this armour can enjoy.

These following benefits have been outlined in the appropriate rule sections, and are listed here for ease of reference:

- ★ Units wearing power armour always have a coherency of 6".
- ★ Units wearing power armour have a +3 modifier in Close Assaults.
- ★ Units wearing power armour can negate any kill result they suffer during Close Assault on a d6 roll of 5+.
- ★ Figures wearing power armour receive two rolls each on the Kill Table during Close Assault.
- ★ Troops wearing power armour which drop onto the battlefield and scatter onto buildings or in woods are only wounded on a d6 roll of 6.
- ★ Units wearing power armour being transported by a vehicle which is destroyed are only wounded on a d6 roll of 5, and killed on a 6.

In addition, any trooper wearing power armour that is armed with a heavy weapon may move **AND** shoot in the same turn.

Units with a mix of squad weapons and heavy weapons are considered to be one unit. Heavy weapons troopers may fire at separate targets per the usual rules, or combine with the squad weapons to fire at a single target.

When firing at the same target, roll 2d6 (for the infantry) and 1d6 (for each heavy weapon) and **COMBINE** the two highest results, then add all the usual modifiers that

apply. The result is your Fire Effect rating. Follow all the usual rules for shooting from this point.





RECOVER WOUNDED

Squads that suffer fatalities in battle will press on with their mission for as long as they can; there will be time later to mourn the dead. But the wounded are a different matter entirely. They need medical attention, and soon, or they may die. Further, healthy members of a unit are often reluctant to leave untreated wounded behind.

Under these rules, squads may now aid their wounded comrades. Upon activation, the squad can elect to perform a Recover Wounded action. The squad can then form aid teams and treat their wounded. With any luck, they will stabilize a wounded figure, and perhaps even help a wounded figure return to fighting form.

Forming Aid Teams: Any two healthy members of the squad can form an aid team. The squad can form as many aid teams as their healthy troop strength allows, but each team can only aid one wounded figure, and each wounded figure may only be treated one time.

Determine Recovery: For each aid team, roll 1d6, and add any modifiers which apply:

RECOVER WOUNDED MODIFIERS

Unit Under Fire or Pinned	-1
Medic Present	+1

The result is your recovery number. If the value is 6+ the trooper has recovered from his wounds, and is able to resume his fighting duties.

If the value is 4 or 5, the wounded figure is stabilized. No further attempts can be made to recover this figure, and they still count as a

casualty for game purposes, but they may now be left behind.

If the recovery number is less than 4, the trooper has died from his wounds, and is removed immediately.

Any troopers not aiding the wounded may Shoot per the normal rules. Remember, if a squad has been reduced to one or two firing models, they cannot produce the same volume of fire and suffer a -1 penalty to their roll.

Leave No One Behind: Squads are reluctant to leave untreated wounded comrades behind. If a squad without a medic wishes to abandon any un-stabilized wounded, they must roll 1d6 first.

If the result is 5 or more, they may leave their wounded behind without penalty. If they roll less than 5, they may still move off, but their morale will suffer. The squad will now Check Resolve at one level less than their normal rating for the remainder of the game.

A squad with a medic can elect to leave the medic behind with the wounded. If this is the case, no die roll is required. The medic may not leave the wounded until they recover, are stabilized, or die from their wounds.

Moving Wounded: A squad may choose to carry their wounded with them, rather than abandoning them to their fate. For every fit soldier, one wounded may be moved up to half the movement rate of the squad. Any members of the squad helping wounded figures move may not **Shoot**.



SENTRY GUNS

Automated sentry guns are a mainstay of military science fiction, and may be found guarding many installations and fortified positions. Each emplacement is fitted with a single heavy weapon. Unless scenario rules dictate otherwise, these weapons begin the game in place and cannot be moved.

Although any weapon can be incorporated into a Sentry Gun platform, the most common are shown on the table below:

SENTRY GUN WEAPONS

	Fire Effect	Damage	Anti-Tank
Auto Cannon	-	+6	+4
Chain Gun	+7	+2	-
Machine Gun	+2	+4	-

In addition, these weapons are designed to different levels of sophistication, based on the level of artificial intelligence, as indicated on the following table:

SENTRY GUN AI

AI Grade	Max Range	Fire Priority
Antiquated	12"	1
Modern	24"	2

Advanced**36"****3**

Sentry guns are automated weapons systems, and as such, they function differently from other troops.

Instead of being activated like ordinary units, sentry guns fire at the end of every game turn. Each gun fires one time, at a target out to the maximum range shown, selecting their target based on the normal rules for **Fire Priority**.

SMOKE GRENADES

Any squad equipped with rifle grenades or a grenade launcher is considered to be carrying smoke grenades in addition to the usual explosive shells. Any squad so equipped may lay down one smoke screen per game.

A squad choosing to lay down a smoke screen is essentially performing an Engage the Enemy action, but with a twist. If they wish, they can **Shoot** (lay down the smoke) before they **Move**.

To lay down smoke, the squad must mark two points, each one no further than 10" from the squad, and no further than 16" apart. The line connecting these two points is where smoke shells fall, creating a thick cloud that obscures all lines of sight through it, and preventing any close assault charges or shooting through it as well.

Smoke lasts for one full turn. Remove the smoke markers the next time the squad is activated.



SNIPERS

Snipers function as an individual unit, and require activation and action selection just like any other squad. Snipers are represented by a single figure. They cannot attach themselves to any other units.

Snipers **Move** and **Rush** like other units, but cannot initiate **Close Assault**. They cannot **Shoot** if they moved during the current turn. Because they are masters of concealment, if they didn't move in their last activation, there is a -2 Fire Effect penalty when they are shot at.

Snipers use the following special rules when shooting:

Determine Clear Shot: Once a sniper has declared their intent to shoot, they must first determine if they have a clear shot. Roll 1d6. If the result is 5 or greater, they have a clear shot and may target any enemy unit regardless of **Fire Priority**. If they fail the roll, they cannot fire this turn.

Determine Fire Effect: To resolve shooting roll 1d6, and add any of the standard Fire Effect Modifiers that apply (see page 14).

The result is your Fire Effect rating. As usual, every three points inflict one hit on the enemy unit. If they are partially concealed, it will take four points to inflict one hit. If they are behind hard cover, it will take five points.

Allocate Hits: If a hit is scored, the sniping player gets to choose which specific enemy figure is targeted.

Determine Damage: If the target is hit, it is necessary to determine the nature and extent of any wound inflicted.

The attacker rolls 1d6 and adds +3 (the damage rating of a sniper rifle). The defender rolls 1d6 and adds the Armour Rating of the targeted figure.

ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits

If the attacker scores less than the defender then nothing happens. The round was a near miss, or only inflicted a superficial wound.

If the attacker scores equal to, or one or two points higher than the defender, the target figure is wounded. This can be indicated by placing a suitable marker next to the injured figure, or laying the figure down.

Wounded figures are out of action. They cannot move or fight, and if wounded again they are killed and removed from play.

If the attacker scores three or more points higher than the defender, the target is either incapacitated or killed outright. Either way, the figure is removed from play.



TRAITS

Traits are special abilities which generally apply to an entire squad. They are designed to allow players to custom tailor their forces to match the figures being used, and create the backgrounds they prefer.

Players can decide ahead of time to allow a set number of Traits to be chosen, or they can use these to freely tailor their forces in a mutually agreed upon manner.

AERIAL

Units with this trait are considered to be hovering in the air while moving, and thus able to clear any obstacles up to the height of the aerial figure. These troops land after movement, and will incur any benefits or penalties the terrain may provide.

AGILE

Agile units ignore movement penalties when crossing Difficult Terrain.

ASSAULT TROOPS

Assault Troops add +2 to all Close Assaults.

BERSERK

If a squad with this trait activates within close assault range of an enemy unit, they automatically pass their Resolve check, and ignore the effects of being Under Fire or Pinned. They will charge into hand-to-hand combat with the nearest enemy unit, and receive a +2 to their close assault.

BUG HUNTER

Units with this trait are specially trained to fight alien species. When fighting an alien race, this squad receives a bonus of +1 to Close Assault and Fire Effect rolls.

CRUSADER

Squads with this trait are considered to be **Fanatic, Shock Troops**.

DEMONIC

A Demonic unit is both **Hardened** and **Tough**.

ELUSIVE

When an elusive unit is fired upon, they may fall back 4" before shooting is resolved. Measure range and calculate terrain benefits from their new location. If Line of Sight is lost, the shooting unit is free to select another target. A squad may only use this trait once per turn.



FANATIC

These squads ignore all Resolution checks.

FEARLESS

A squad with this trait is terrified by nothing, and ignores any Morale Test caused by Terrifying units.

FLYER

Units with this trait are considered airborne at all times. They may move over any obstacles, and never receive any benefit from terrain.

GOON



Goons may not fire beyond close range, except to return fire, and suffer a -1 penalty to all Fire Effect rolls. Their Armour Rating suffers a -1 penalty as well. They may never **Rush**.

GRIZZLED

Squads with this trait Check Resolve at one level higher than their Quality level.

HARDENED

These troops ignore being Under Fire until they suffer their first casualty, and may always leave wounded behind.

HERO

This trait may only be taken by a single figure. Heroes always **Shoot** individually, even if they are attached to another unit. When firing at close range, they may choose the enemy figure being targeted. They are also **Fearless**, **Shock Troops**. Non-heroes suffer a -2 penalty when firing at a Hero.

HIVEMIND

Units with this Trait become **Fanatic** and **Relentless** when they activate within 12" of one of their mind-controllers (officer-like individual figures).

HOLY (ITEM)

This trait can apply to weapons and armour. A Holy Weapon gains a +1 damage bonus. Holy Armour adds +2 to their Armour Rating. This bonus is negated by their Unholy counterpart (Holy Armour receives no bonus when targeted by an Unholy Weapon, etc).

HQ

This trait may only be applied to a single figure. Once per turn, any one unit may reroll a failed Command Response test.

INFECT

When a figure is killed in **Close Assault** by a unit with this trait, there is a chance the victim may become infected. Roll 1d6. If the result is 5+ the figure is infected. The nature of the infection will be specified by the scenario.

INFILTRATION

After initial deployment, this squad may make an additional Rush move before the game starts. In addition, they check **Coherency** at one level higher than their Quality level.



LEGEND

This trait may only be applied to a single figure. Legends have both **Hero** and **Villain** traits. Legends always count as rolling a 6 for **Close Assaults** and **Shooting**.

RECON

Recon units gain +1" to their **Coherency**. In addition, they are automatically successful on one of their dice when attempting to call for Indirect Artillery Fire. Only roll 2d6 for their timing test and add one success to the result.

REGENERATE

Any figure with this trait will automatically heal their wound by remaining inactive during their next turn. They cannot **Move** in



any way, nor can they **Shoot** or **Close Assault**. At the end of their dormant activation, they are fully healed.

RELENTLESS

Troops that are Relentless ignore the effects of being Under Fire or Pinned. They never benefit from any form of cover, and will leave any casualties behind without giving it a second thought.

SAVE

Squads with this trait roll 1d6 for every hit they suffer. On a result of 5+ the hit is negated.

SHOCK TROOPS

Shock Troops add +1 to all Close Assaults.

SLOW

Slow units suffer a penalty of -2" to their base movement rate.

STEALTH

Instead of placing a Stealth unit on the table, three markers may be used. One of these markers will end up being the "real" location of the unit; the other two are dummy markers.

These markers can be placed anywhere, provided each is within 12" of another marker. When the unit is activated, these markers may move up to 6" each turn, but must maintain their special 12" coherency distance.

They cannot be fired upon or attacked in any way. Stealth units are placed in their true location if they elect to **Shoot** or **Close Assault**, or wish to move greater than 6". They must also be discarded or revealed if an enemy unit comes within 6" of the marker. When revealing the actual Stealth unit, no

figures may be placed closer to the enemy unit than the enemy Coherency distance.



SWIFT

These units add +2" to their base movement rate.

TANK HUNTER

Squads with this trait are equipped with special explosives used to deal with enemy armoured vehicles. They gain +1 to their Nerves Check and a +2 mod when Close Assaulting vehicles.

TERRIFYING

Squads with this trait will strike fear in the hearts of any unit nearby. An enemy unit which activates within 8" of a terrifying squad must make an immediate Morale Test.

TOUGH

Squads that are Tough gain a +1 bonus to their Armour Rating.

UNHOLY (ITEM)

This trait can apply to weapons and armour. An Unholy Weapon gains a +1 damage bonus. Unholy Armour adds +2 to their Armour Rating. This bonus is negated by their Holy counterpart (an Unholy Weapon



would not receive the damage bonus when targeting Holy Armour, etc).

VILLAIN

This trait may only be applied to a single figure. Any time a Villain is killed, leave the figure on the table. It remains in this state for the remainder of this turn. During the next turn, the owning player may activate this figure. Roll 1d6. If the result is 5+ the Villain was really only stunned. He climbs back to his feet and may return to battle immediately. If the result was less than 5, the Villain is truly dead and is removed from the table, never to be seen again. Or will he? :)

ZOMBIE

Zombies are **Relentless** and **Fanatics**.

Unless the scenario dictates otherwise, they may never **Rush**. They have poor vision, so they cannot **Shoot** beyond close range, and all fire suffers a -2 penalty.



VEHICLES

Vehicles are as common on the battlefield today as the foot soldier. Many modern forces are mechanized, so troops ride into the combat zone in armoured personnel carriers (APCs), with infantry fighting vehicles (IFVs) nearby to lend support.

While Fast and Dirty is aimed primarily at infantry skirmish actions, these vehicles and others can still make a limited appearance.

When they do, treat each vehicle as a single unit, requiring activation and action like any other. Vehicles can only **Engage the Enemy**, and are limited to **Move** and **Shoot** actions.

Types: There are seven classifications for vehicles as indicated below:

- ★ **Unarmoured Transports** – these are your basic trucks and jeeps.
- ★ **Armoured Personnel Carriers** – these are armoured vehicles designed to deliver soldiers to the battlefield.
- ★ **Infantry Fighting Vehicles** – these are usually lightly armoured vehicles mounting a potent main weapon, designed to support the infantry.
- ★ **Light Tanks** – more heavily armoured than IFVs, these are designed to destroy lightly armoured vehicles.
- ★ **Medium Tanks** – even more heavily armed and armoured vehicles, these are designed to take on other tanks.
- ★ **Main Battle Tanks** – these are the most heavily armed and armoured vehicles, designed to destroy anything in their path.
- ★ **Walkers** – a mainstay of science fiction, these versatile machines can be

armed with a wide array of weapons, making them capable of destroying any target.



Armour & Crew: Armour ratings for vehicles can vary, and should be set by the players or determined by scenario conditions. Same for crew. However, typical values for the basic vehicle types are shown below as a guideline:

VEHICLE ARMOUR

Vehicle	Armour	Crew
Unarmoured Transports	0 - 2	1
APCs	4 - 7	2
IFVs	5 - 8	3
Light Tanks	5 - 8	3
Medium Tanks	6 - 9	4
Main Battle Tanks	7 - 11	5
Walkers	5 - 11	1

Movement: Vehicles traverse the battlefield by walking, on wheels, using tracks, hovering, even flying. Movement rates are based on these methods, as follows:

VEHICLE MOVEMENT

Vehicle	Cautious	Standard
Walk	6"	12"



Wheeled	18"	24"
Tracked	12"	18"
Hover	10"	16"
Fly	14"	20"

Wheeled vehicles must expend 2" of movement for every 1" moved off-road, and cannot enter difficult terrain. Tracked and hovering vehicles ignore difficult terrain penalties.

Flyers can pass over any terrain feature or unit. They are considered airborne at all times and thus cannot be close assaulted, unless the player declares it has landed. Flying vehicles may always be targeted by shooting.

All vehicles may turn as often as they please, and may travel moving forward or in reverse.

Vehicles as Transports: Some vehicles are designed to transport squads of soldiers. To embark a squad, all members of a unit must come in base contact with the vehicle. As this occurs, remove the infantry figures and place them off-board.

When all figures in a squad have been loaded, the vehicle and squad are treated as a single unit, which can activate the next time the squad may do so. They will continue to be treated as a single unit for activation purposes for as long as the squad is being carried by the transport.

To disembark, place all figures back on the table within 1" of the vehicle. The infantry count as having moved and may go no farther this turn. They cannot initiate a **Close Assault**, but they may **Shoot**. This also constitutes the action of the transport this turn. The two units may be activated individually next turn.



If a transport vehicle is destroyed, any squad being carried is placed on the table in base contact with the vehicle. Roll 1d6 for each trooper. If the result is a 3 or 4 the figure is wounded. If the result is a 5 or 6 the figure is killed. Figures wearing power armour are wounded on a roll of 5 and killed on a roll of 6. Any survivors are marked as Pinned.

Firing Vehicle Weapons: Vehicles may fire any weapons they carry (typically a main weapon and a machinegun); each targeting a separate unit if desired.

Vehicles that are stationary or only moving cautiously can shoot using the normal rules and modifiers, without further penalty. Those vehicles moving at standard speeds suffer a penalty of -3 to all fire effect rolls, in addition to all the normal modifiers.

Any vehicle fitted with an advanced targeting system may fire their weapons at any speed without suffering any additional penalty.

Effect on Morale: The presence of a powerful armoured fighting vehicle will provide a significant boost to the morale of any grunt nearby. Therefore, any squad within 8" of a tank or walker is automatically successful on one of their dice when testing morale. Only roll 2d6 for their morale test and add one success to the result.



Shooting at Vehicles: Shooting at a vehicle is similar to firing at other targets, with a few differences.

Before shooting can be resolved, the firing unit must check to ensure the target selected meets regular **Fire Priority** and **Range** requirements (see page 14).

Determine Fire Effect: To resolve shooting roll 2D6 (for squads), or 1d6 (for individuals), pick the highest result (do **NOT** add them together), and add any modifiers which apply:

FIRE EFFECT MODIFIERS

Target at Long Range	- 4
Shooter Broken	- 3
Shooter Under Fire or Pinned	- 3
Target at Medium Range	- 2
Every 3 Riflemen	+1
Shooter Regular	+1
Each SAW	+2
Shooter Elite	+2
Target at Base Range	+2
Trait Bonus	See Traits
Weapon Bonus	See Weapons

The result is your Fire Effect rating. For every three points, inflict one hit on the vehicle. If they are partially concealed, it will take four points to inflict one hit. If they are hull down or behind hard cover, it will take five points. Small vehicles require one extra Fire Effect point to equal a hit.

Determine Penetration: For each hit, determine if the shot penetrated the armour.

The attacker rolls 1d6 and adds the highest Anti-Tank rating of the firing weapons.

SUPPORT WEAPONS AT

Rifle Grenade	+1
Grenade Launcher	+2
Flamethrower	+3
Plasma Rifle	+3

HEAVY & SPECIAL WEAPONS AT

Heavy MG	+1
Auto Cannon - Light	+2
Auto Cannon - Heavy	+4
RPG	+5
Rail Gun - Light	+5
Rail Gun - Heavy	+7

ARTILLERY AT

Cannon - Light	+3
Cannon - Medium	+4
Cannon - Heavy	+5
Missile Launcher	+5

The defender rolls 1d6 and adds the Armour Rating of the targeted vehicle.

Determine Damage: If the attacker scores less than the defender then nothing happens. The rounds were either a near miss, or bounced off the armour plating.

If the attacker scores equal to, or one or two points higher than the defender, the vehicle was penetrated. Roll once on the Vehicle Damage Table.

If the attacker scores three or more points higher than the defender, roll twice on the table, then choose the result preferred.

VEHICLE DAMAGE TABLE

Roll	Damage To ...	Effect
1	Crew	1 crewman killed
2	Engine	Movement Rate reduced 50%



3	Air Bags, Legs, Tires, Tracks	Vehicle immobilized
4	Secondary Weapon	1 weapon inoperable
5	Main Weapon	1 weapon inoperable
6	Vehicle Destroyed	Loud, fiery explosion

If a vehicle does not have the item that was rolled for damage, or that area has already been destroyed, the shot missed.

If a vehicle has multiple weapons (either main or secondary) then randomly determine which was destroyed.

Every lost crew results in a -2 penalty when shooting. When a vehicle is reduced to its last crew member, the player must make a choice: the last crew is either a gunner or a driver. If a driver, the vehicle can still move but cannot shoot any weapons. If a gunner, the vehicle is immobilized, but may still fire one weapon.

Note that the second Engine hit reduces the movement rate to zero. This will immobilize all land vehicles, and cause the immediate crash and destruction of any flying craft.

Destroyed Vehicles: If a vehicle is destroyed, all troops within 4" are marked as Under Fire. If a large vehicle is destroyed, all troops within 4" are marked as Pinned instead.

Close Assaulting Vehicles: Charging into close combat with an armoured vehicle is not for the timid. Therefore, once a unit has declared their intent to close assault an armoured vehicle, but before any movement is done, the squad must test their nerve. This test is not required when assaulting an unarmoured vehicle.

Nerves of Steel: To resolve the test roll 1d6 and compare the result to the Quality Level of the unit, as shown on the tables below:

QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

If the roll equals or exceeds the level shown, the squad passes the test and may continue with their close assault.

If the squad fails the test they are broken and must fall back, unless they are in cover **AND** have no enemy within 8". If they move, it must be away from the enemy. They may not initiate **Close Assault**, and if they choose to **Shoot** they will suffer a -3 penalty to their Fire Effect roll.

To resolve the close assault, the attacker rolls 1D6 and adds any modifiers which apply.

VEHICLE ASSAULT MODIFIERS

Lacks Grenades	- 2
Charging	+1
Trait Bonus	See Traits

The defender rolls 1d6 and adds the Armour Rating of the targeted vehicle.

Determine damage exactly as you would when shooting at vehicles.



TUTORIAL: BUILDING A FORCE

RANDOM FORCE GEN

Generating a random force is a simple matter. From start to finish, the whole process should only take about 10 minutes. This tutorial is based on the rules for generating random forces, as presented on pages 7 through 9.

Before you begin, you should read the Basic Game rules, so you can better understand how all the pieces come together during the game.

As was mentioned earlier, this system will not include every option available under the rules. It is intended to generate human forces with reasonable variations, for use in quick pick-up games. It is also not designed to produce perfectly balanced forces. As we also stated earlier, real battles are rarely even affairs.

Overview: There are a dozen steps in force creation, but each one will only take a few moments to complete, so not to worry.

A great way to learn how to create an army is to watch somebody else who knows how, so let's follow along as Tyler creates his force.

Step 1 – Getting Started: Tyler grabs a pencil, a Force Record Sheet, and a 6-sided dice. He and his opponent only have time for a short game today, so they agreed to field a single platoon.

Step 2 – Determine Platoon Strength: Tyler rolls 1d6 and consults the Platoon Strength table on page 7. He rolls a 2, so his platoon will have 3 squads. Since he read the rules for force generation before stating,

he knows his force will also include a command squad. He wants to list that squad first, so he takes his force sheet and fills in the names of his four units as follows:

Terran Orbital Marines – Command
Terran Orbital Marines – 1st Squad
Terran Orbital Marines – 2nd Squad
Terran Orbital Marines – 3rd Squad

Step 3 – Determine Squad Strength:

Tyler consults the Squad Strength table on page 7 and rolls three times. He rolls a 4, 1 and 3, so he will have one squad with 6 troopers, and two with 8 troopers each. He records these numbers in the STR boxes on his force sheet.

Step 4 – Determine Squad Quality:

Next, he checks the Squad Quality table on page 7 and rolls three times. He gets a 2, 4 and 5, which means a mix of “Conscript” and “Regular” troops. He enters “Conscript” in the QUALITY box on his force sheet for his first two units and “Regular” for his third.

He then consults the Quality Level table on page 11, and notes that “Conscript” troops have a level of 4+ and “Regular” troops a 3+. He records these values in both the LEVEL and MORALE boxes on his force sheet.

Quality also drives unit coherency. He checks the Coherency Table on page 12, and notes that “Conscripts” have a value of 3”, and “Regular” troops have a value of 4”. He records these values in the COHERENCY boxes on his force sheet.

While he is at it, he also records 6” as the value in all the MOVEMENT boxes.



Quality also drives Fire Priority (FP). He checks the appropriate table on page 14, and notes that his Conscripts have an FP of 2, and his Regular troops an FP of 3. He records these values in the FP boxes on his force sheet.

Step 5 – Determine Resolve: Next, Tyler rolls 3 times on the Squad Resolve table on page 7. He gets a 5, 2 and 3, which indicates that all three of his squads are “Steady”. He records this information in the RESOLVE boxes.

He then consults the Resolve Table on page 10, and notes that “Steady” units don’t break until they have suffered 50% or more casualties. He checks his force sheet, and sees the STR values for his first and third squads are 8. This means they won’t need to test for breaking until they suffers 4 or more casualties. He records a “4” in the BREAK boxes for these two squads on his force sheet. The second squad has a STR of 6, so its breaking point is 3 or more casualties. He records a “3” in the BREAK box for his second squad.

Step 6 – Determine Armour: Tyler rolls three more times, and checks the Squad Armour table on page 7. He gets a 6, 3 and 1. He now records “Improved”, “Light” and “None” as the armour values for his three units.

He then checks the Armour Ratings table on page 15 and sees that these armour values equate to ratings of +1, 0 and -2. He records these three values in the RATING boxes on his force sheet.

Step 7 – Determine Weapons: It is now time to determine what sort of basic weapons

all of his squads are armed with. Tyler consults the Squad Basic Weapons table on page 8 and rolls 1d6. He rolls a 5, “Assault Rifles”, and records this in the WEAPONS boxes on his force sheet.

Tyler still needs to determine what sort of support weapons his basic squads carry. He checks the Squad Support Weapons table on page 8 and rolls three times. He gets a 1, 5, and 2. Tyler is pleased, as this gives him a mix of support weapons. He records “Flamethrower”, “Grenade Launcher” and “SAW” on his force sheet, right below where he recorded Assault Rifles.

Tyler could fill out the force sheet with all the weapon details, but there may be changes to the starting forces in future steps, so he holds off for now.

Step 8 – Record Command Squad Info:

There are no rolls required to fill out his command squad entries. All such squads contain a single officer and three troopers. The squad is considered to be of Regular quality, Steady resolve, and wearing Light Armour. The soldiers are all armed with the same basic weapons as the other squads in this platoon (but no support weapons).

Tyler records all of this information on his force sheet, consulting appropriate tables to determine entries for related fields. He notes in the COMMENTS box that this squad has an officer.

Force Review: At this point, Tyler could lead his small force into battle. All the basic info has been determined and recorded. He knows the number of squads, the number of men in each squad, what their quality, resolve and armour is like. He even knows what weapons they are carrying. However, with just a few more steps, his force can be tailored even further. And the best part is, these last



steps are not random, but chosen by the player.

Step 9 - Determine Variations: Tyler consults the list of variations on page 8. There are eight choices available to him. He is interested in increasing the size of his command squad to give it more firepower, so he selects "Improved Command" as his variation, and notes this in the COMMENTS box.

This allows Tyler to add two soldiers to his command squad, so he adjusts the values in the STR field, and recalculates the BREAK value. This variation also allows him to give the squad Heavy Armour, so Tyler revises the Armour and Rating entries on his force sheet.

Step 10 - Determine Enhancements: Next, Tyler gets to pick an Enhancement, so he scans the eight options available. He considers taking the Veterans option, to improve one of his Conscript squads and make them Regulars. But in the end, he decides to overwhelm his opponent with more troops, and picks the "Manpower" option, and records this in the COMMENT boxes of his three basic squads.

This enhancement allows Tyler to add two soldiers to each of his three basic squads. This requires him to adjust the values in the STR fields, and recalculate their BREAK values.

Step 11 - Determine Limitations: Tyler must now choose a limitation for his platoon. It's a tough call, but in the end Tyler decides that being "Inflexible" is the least intrusive for his style of play. He records this in the COMMENT boxes for all his squads.

This limitation means that all squads now have a Coherency of 2" regardless of quality

level, so Tyler makes the necessary changes to his force sheet.

Step 12 - Record Weapon Stats: Since the weapons were not augmented or removed as part of the variations, enhancements or limitations steps, Tyler is now ready to record all the stats for his weapons. He knows that doing so now will make the game run that much faster once the action starts.

Tyler consults the Weapons Tables on page 42 and looks up Assault Rifles. He records the range of x5 in the MULT fields and the Damage of +2 in the DAM fields of his force sheet for all Assault Rifle entries. There is no Fire Effect, Anti-Tank or Blast value for Assault Rifles, so he enters a dash in those three fields.

Quality also drives the base range of weapons for each squad. Tyler consults the Base Range table on page 14, and notes that Conscripts have a 3" and Regular troops a 4" base range. Tyler records these values in the BASE field on his force sheet.

Now it's a simple matter of doing the basic math. Multiply the base range by the MULT value to obtain the Close range. For his two Regular squads, that means a Close range of 20", for his Conscript squads, it will be 15".

Tyler doubles the Close range to obtain the Medium range, and triples the Close range to obtain the Long range, and records those values in the MED and LONG fields.

Tyler repeats this same procedure with his support weapons. As before, there will be stats that the weapons do not have. When this happens, Tyler simply places a dash in that field. So he won't forget, Tyler adds a note in the COMMENT box of his



Flamethrower squad that the weapon adds +2 in Close Assaults.

The last thing to do is record the number of troops in each squad that are armed with the weapons listed. Since the command squad has no support weapons, Tyler simply places the STR value of "6" in the QTY field for the Assault Rifles. For his other squads which have a single support weapon each, he checks their STR values, places a "1" in the QTY field for each support weapon, and the remainder in the QTY field for the Assault Rifles.

Wrap-up Comments: Tyler is now ready to go to war! He will field a force comprised of 34 soldiers: a 6-man command squad, and three basic squads, one with 8 soldiers, and two with 10. His troopers are armed with a good basic weapon, and he has a mix of support weapons.

His plan is to place his Grenade Launcher and SAW squads on the flanks to hammer the enemy center, and then close assault with his Flamethrower squad. But as a famous general once said "No battle plan ever survives contact with the enemy."



TYLER'S FORCE RECORD SHEET

Terran Orbital Marines - Command							FP	RANGE				Regular	3+	3+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE	
6	Assault Rifles	+2	-	-	-	x5	4"	20'	40'	60"	2"	6"		
											COHERENCY	MOVEMENT		
											6	Steady	3	
Officer present. Improved Command variation. Inflexible Imitation.											STR	RESOLVE	BREAK	
												Heavy	+2	
											ARMOUR	RATING		

Terran Orbital Marines - 1st Squad							FP	RANGE				Conscript	4+	4+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE	
9	Assault Rifles	+2	-	-	-	x5	3"	15'	30'	45'	2"	6"		
1	Flamethrower *	-	1d6	+3	-	x1	3"	3"	6"	9"	COHERENCY	MOVEMENT		
											10	Steady	5	
Marpower enhancement. Inflexible Imitation. * Flamethrower adds +2 in Close Assaults.											STR	RESOLVE	BREAK	
												Improved	+1	
											ARMOUR	RATING		

Terran Orbital Marines - 2nd Squad							FP	RANGE				Conscript	4+	4+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE	
7	Assault Rifles	+2	-	-	-	x5	3"	15'	30'	45'	2"	6"		
1	Grenade Launcher	-	1d6	+2	-	x2	3"	6"	12'	18'	COHERENCY	MOVEMENT		
											8	Steady	4	
Marpower enhancement. Inflexible Imitation.											STR	RESOLVE	BREAK	
												Light	0	
											ARMOUR	RATING		

Terran Orbital Marines - 3rd Squad							FP	RANGE				Regular	3+	3+
QTY	WEAPON	DAM	FE	AT	BLAST	MULT	BASE	CLOSE	MED	LONG	QUALITY	LEVEL	MORALE	
9	Assault Rifles	+2	-	-	-	x5	4"	20'	40'	60"	2"	6"		
1	Squad Automatic Weapon	-	+2	-	-	x6	4"	24'	48'	72"	COHERENCY	MOVEMENT		
											10	Steady	5	
Marpower enhancement. Inflexible Imitation.											STR	RESOLVE	BREAK	
												None	-2	
											ARMOUR	RATING		

**FAST AND DIRTY****Reference Tables
Version 3****RESOLVE TABLE**

Reluctant	1 casualty
Uncertain	25% of original size
Steady	50% of original size
Determined	75% of original size

SQUADS & ACTIONS

Engage the Enemy	The unit can Move , and then Close Assault or Shoot .
Move Out	The unit can Rush .
Command *	The unit can Recover Casualties or call for Artillery Support .

QUALITY LEVEL

Rabble	5+
Conscript	4+
Regular	3+
Elite	2+

COHERENCY TABLE

Rabble	2"
Conscript	3"
Regular	4"
Elite	5"

BASE RANGE TABLE

Rabble	2"
Conscript	3"
Regular	4"
Elite	5"

FIRE PRIORITY TABLE

Rabble	1
Conscript	2
Regular	3
Elite	4

CLOSE ASSAULT MODIFIERS

Charging	+1
Better Armour	+1
Outnumber Enemy	+1 per extra figure
Higher Troop Quality	+2 per level
Power Armour	+3
Trait Bonus	See Traits

FIRE EFFECT MODIFIERS

Target at Long Range	- 4
Shooter Broken	- 3
Shooter Under Fire	- 3
Target at Medium Range	- 2
Target Under Fire	- 1
Every 3 Riflemen	+1
Rabble in Open Terrain	+1
Shooter Regular	+1
Each SAW	+2
Shooter Elite	+2
Target Bunched Up*	+2
Target Non-Combatant	+2
Target at Base Range	+2
Trait Bonus	See Traits
Weapon Bonus	See Weapons

CLOSE ASSAULT KILL TABLE

Player Won	Enemy Killed on 3+
Draw	Enemy Killed on 4+
Player Lost	Enemy Killed on 5+

ARMOUR RATINGS

None	-2
Light	+0
Improved	+1
Heavy	+2
Light Power	+4
Heavy Power	+6
Trait Bonus	See Traits



★ FAST AND DIRTY

Weapons Tables Version 3

SQUAD BASIC WEAPONS

Weapon	Range	Damage
Handguns	x2	+0
Low-Tech Rifles	x5	+1
Submachine Guns	x3	+1
High-Tech Rifles	x6	+2
Assault Carbines	x4	+2
Assault Rifles	x5	+2
Gauss Rifles	x7	+3

SQUAD SUPPORT WEAPONS

Weapon	Range	Fire Effect	Anti-Tank
Assault Shotgun *	x1	+1	
Flamethrower **	x1	+1d6	+3
Squad Automatic Weapon	x6	+2	
Rifle Grenades	x2	+1	+1
Grenade Launcher	x2	+1d6	+2
Plasma Rifle	x5	+1	+3

* Also adds +1 per shotgun to all close assaults.

** Also adds +2 per flamethrower to all close assaults.

HEAVY & SPECIAL WEAPONS*

Weapon	Range	Damage	Fire Effect	Anti-Tank	Crew
Auto Cannon - Lights	x10	+6	-	+2	3
Auto Cannon - Heavy	x13	+6	-	+4	5
Chain Gun - Light	x4	+2	+5	-	2
Chain Gun - Heavy	x7	+2	+7	-	4
General Purpose MG	x7	+2	+3	-	2
Heavy MG	x8	+4	+2	+1	3
Rail Gun - Light	x12	+4	-	+5	3
Rail Gun - Heavy	x15	+4	-	+7	5
RPG **	x5	+2	-	+5	1
Sniper Rifle	x8	+3	-	-	1

* Each of these weapons and their crew constitutes a separate unit for all game purposes.

** May only be fired at "hard" targets (vehicles, buildings, troops in hard cover, etc.).

ARTILLERY SUPPORT WEAPONS

Weapon	Range	Damage	Fire Effect	Anti-Tank	Crew	Blast
Cannon - Light	x10	+2	-	+3	3	2"
Cannon - Medium *	x12	+3	+1	+4	4	3"
Cannon - Heavy *	x15	+3	+3	+5	5	4"
Missile Launcher	x8	+2	+1	+4	2	2"
Mortar - Light	x10	+1	-	-	3	2"
Mortar - Heavy	x12	+2	+1	-	4	3"

* Squads targeted by these weapons suffer a Pinned result instead of the usual Under Fire.



AREA GAMING CLUBS

Maryland

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

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

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

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

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

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

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

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

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

Virginia

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

DC Conscripts. <http://www.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>.



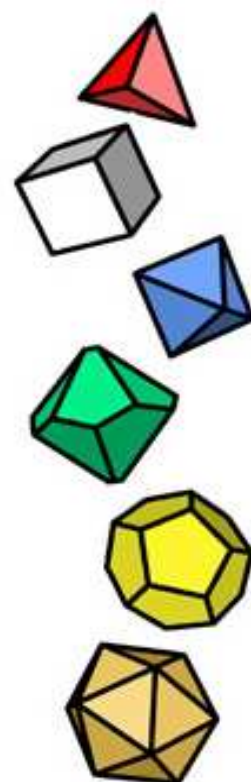


In a perfect world,
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arguments are settled
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and life
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Editor: The historical newsletters of the Northern Virginia Gamers can be found on MagWeb. From 1991 to 2005 you can read about NOVAG and what we were doing all those years ago.



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.

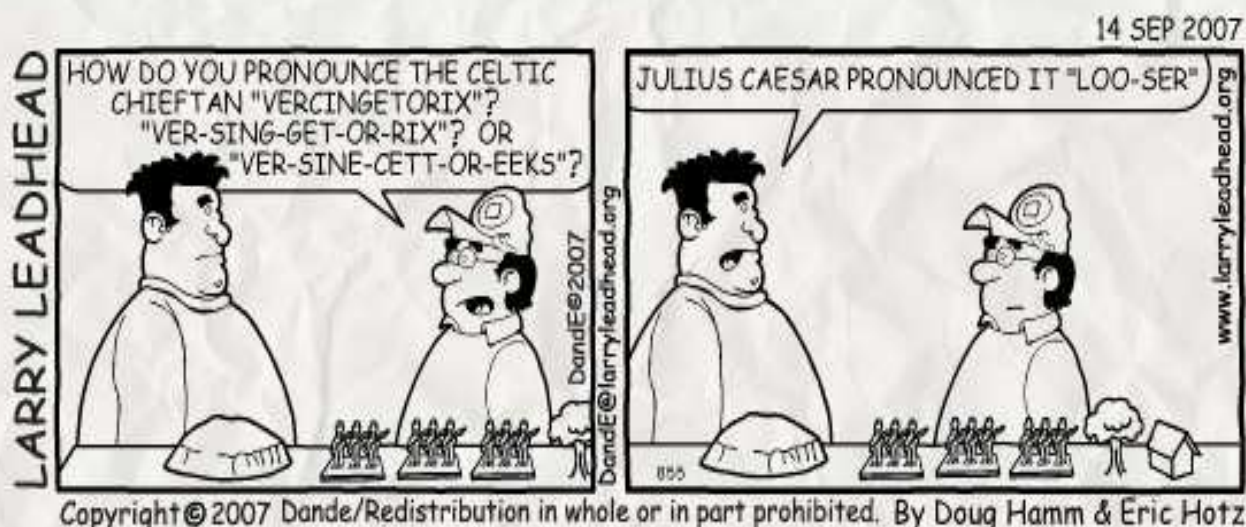
For a one-time sample copy of the free monthly push, write to the same address." If you want to take the time, you could also add your comments about the push.

In solidarity, bill s.



LARRY LEADHEAD

by Doug Hamm & Eric Hotz





Many thanks for your interest in my small but blooming company. I have attached a catalogue to this message so that you can see what I am about and you will see some images of upcoming releases that are still in master form! My ethos is to be the bridge between the old masters of the scale bringing some fresh subjects to the hobby at an affordable price. Bob Mackenzie is instrumental in persuading me to start a range so I thought I should acknowledge him. Best wishes Ian:O)

We present for you a range of 1:300th scale miniatures for conducting large-scale wargames without the outlay of larger scales. The range will be added to as fast as I can

Prices as indicated by code, otherwise individually priced.

A= 55p, B= 80p, C=£1.50

* Means that this product is available.

Italian Range

- It1, Dovunque-Viberti Radio truck. A*
- It2, Autocannone 102/35 su CM50 Milmart self propelled Naval gun 102mm. B*
- It3, Autocannone 65/17 su Morris Self propelled 65mm gun. A*
- It4, Armoured Morris ammunition truck for Auto porte batteries. A
- It5, Lancia 3RO Self propelled 100/17 Howitzer. B
- It6, Lancia 90/53 Self propelled AA gun. B
- It7, M13/40 Command Tank. A
- It8, 65/17 Infantry gun with crew. A
- It9, Breda Tipo 90/53
- It10, Breda Tipo heavy truck.
- It11, Fiat 508 Topolino
- It12, Dovunque light truck
- It13, Ciano self propelled 75mm AA Gun

Unit E, Deans Yard
Orchard way
Fontwell
West Sussex
BN180SH

British Range

- Br1, Morris 15cwt truck with tilt. A*
- Br2, Morris Radio truck Mk2.A
- Br3, 18pdr Mk1 Field gun with No24 Limber. (BEF/ Hungarian Battery) A
- Br4, Morris FAT1. A
- Br5, Bedford MW 15cwt truck with tilt. A
- Br6, Bedford MW Radio truck. A
- Br7, Austin K2 Ambulance. A
- Br8, 6pounder Portee. A
- Br9, 2pounder portee. A

American range

- Am1, M3 Halftrack. A
- Am2, T30 HMC mounting 75mm Pack Howitzer. A
- Am3, M3 Tank Destroyer mounting "French 75". A
- Am4, T19 HMC mounting 105mm M2 Howitzer. A

Russian range

- Ru1, SU57, SP 57mm gun. A
- Ru2, SU76i 76mm self propelled gun on captured Pz3 tank chassis. A
- Ru3, Odessa Tank. A
- Ru4, SU45. A
- Ru5, STZ5 Artillery tractor. A

German range

- Ge1, Pz3 F 37mm gun tank. A
- Ge2, Pz3 H/J Short/Long 50mm gun tank. A
- Ge3, Pz3 N 75mm howitzer tank. With etched schurtzen. A
- Ge4, Stug3 B Assault gun. A
- Ge5, Stug3 D Assault gun. A
- Ge6, Stug3 F Assault gun. A
- Ge7, Stug3 G Assault gun. with Welded and Saukopf mantlets and Etched schurtzen. A

- Ge8, Stuh42 105mm Fire support with Welded and Saukopf mantlets and Etched schurtzen. A
- Ge9, Pioneer Panzer3. A
- Ge10, Bergepanzer3 with Anhang. B
- Ge11, leSPW-304 APC. A*
- Ge12, leSPW-304 APC with Mortar. A
- Ge13, leSPW-304 APC command with 37mm PAK. A
- Ge14, Misidentified
- Ge15, leSPW-304 APC Command radio. A
- Ge16, 75mm PAK auf Hotchkiss. A
- Ge17, 75mm PAK auf Lorraine. A
- Ge18, 105mm Howitzer auf Lorraine. A
- Ge19, Somua Mittlerer personnel carrier Pioneer wagen. (Redesignated) A
- Ge20, Somua Reihenwerfer. A*
- Ge21, Panzerjager PAK40 auf SomuaP301. A*
- Ge22, Somua "Katyuska". A
- Ge23, Somua Munitions wagen. A
- Ge24, AML Mortar carrier. A
- Ge25, Lorraine Beobachtungs wagen. A
- Ge26, 76.2mmPAK39 auf SD6 "Diana". A
- Ge27, 10cm K18. A
- Ge28, 24CM k18
- Ge29, Pz1 ausfA
- Ge30, Flakpanzer1
- Ge31, Munitionspanzer1

Empire WW2 Range

- In1, Indian Wheeled carrier. A
- In2, Karrier Spider FAT. A
- In3, 3.7inch Pack howitzer. A
- So1, Marmon Herrington Mk2 Armoured car. A
- Ca1, Otter Scout car. A

French WW2 range

- Fr1, French 75 mounted on a medium truck
- Fr2, French 25mm ATG mounted on a light truck
- Fr3, Halftrack reconnaissance vehicle AMC M1929 P16
- Fr4, ZT2 25mm SPG
- Fr5, ZT3 37mm SPG
- Fr6, Renault AMR33
- Fr7, 4.7cm APX Anti Tank Gun
- X Gauge Rail guns and locomotives**
- X1, Kurz Bruno. £4.80
- X2, "Winnie" 14inch gun. £4.80
- X3, "Pooh" 18inch Rail Howitzer. £4.80
- X4, V188 Diesel Manoeuvring Locomotive. £3.00
- X5, BR-- Locomotive
- X6, Crew carriage. £3.00
- X7, Ammunition van. £3.00
- X8, Flak wagon with Flak 38. £3.00
- X9, Flat wagon for springing mines or carrying goods. £2.00

Payment can be made by Cheque made payable to: I. Armstrong or by Paypal*

*I am learning the latter method!

Uk Postage and packing costs a minimum of 90p but is otherwise 10% of the orders value.

Rest of world postage and packing costs a minimum of £1.80 but is otherwise 20% of the orders value.





ALEXANDRIA GAMING GROUP

by Will Nesbitt

August Micro-convention

<http://boardgames.meetup.com/462/>

The "Micro-convention" is a monthly event modeled after the fun at larger annual events like GenCon, Origins, Cold Wars, etc. Game conventions like these feature a variety of games which are scheduled to allow participants to float from game to game. Similarly, at the Micro-convention game schedules are planned out so that people can try different games and meet new people. It's all pretty informal, but we believe that by sticking to a schedule of sorts, attendees spend less time milling around hoping to play a game and more time involved in a fun activity. As a way to add to the fun, we invite members of neighboring game clubs, societies and groups to our Micro-convention. This event is currently hosted by Will and Julie Nesbitt, but they can't pull it off without organizers like Gary, Laura, Amanda, Dan'L, Rishi, Aram, Jim and others. The Micro-convention happens because some members (called Game Managers) bring games and teach others how to play these games. (If you have a game you own or know how to play, please an organizer or the host.) Other members called Foodies make the convention more pleasant by bringing food and drinks. The Micro-convention is a great chance to go in a gaming binge, or just meet some new people. This event usually runs several hours, but don't feel obligated to attend the entire event.

Games

We generally have 30 or more people playing a variety of games over the course of several hours. We take care to have a mix of games: strategy games, card games, social games, traditional games, wargames and role-playing games. We usually post a schedule of tables and games, so you can pick and choose with games you want to play at what time.

On the schedule, "Open Gaming" is reserved for people to do whatever they want with whatever they bring. "Unassigned" are tables that I hope to assign to games but we're still waiting for a game manager to step up. Please contact me ASAP to reserve a table!

Food

Usually we provide a meal or food of some sort because our polling indicates that people prefer to just pay a fee for a meal. The event fee INCLUDES THE FOOD. (Such a deal!) We're very fortunate and appreciative of our many Foodies who are members of the group. If you enjoy food and cooking you should join this group by contacting Julie. The most productive way to criticize the food effort is to help make the food.

Venue

We host this event at River Towers. River Towers is accessible by Metro bus from Huntington Station. During non-rush hour weekends, the bus comes to River Towers from Huntington Station every hour.

Sometimes, we try to arrange a pick-up from the station for our metro friends. Please let me know if you can help! Keep in mind that Huntington has an upper level (on S. Kings Hwy) and a lower level (on Huntington Ave.). It's extremely important for riders and drivers coordinate what level they will meet for pick-up.

The bus from the Huntington Station is the Fairfax Connector #101. It departs from the north end of the station, which is the lower lot on Huntington Avenue. It only runs hourly during non-rush periods. On Saturday, it leaves the station about 5-10 minutes before the hour and arrives just after the hour to Wakefield & Potomac. Particularly note, it's scheduled to leave at 1:54 and arrives at 2:02.

Parking is ample and unassigned at River Towers. The bus from the Metro comes every 30 minutes during non-rush hour.



"The Hardcores!" Mel and his game of Spirit of the Century players (Eric, Thai, Brian & Joe) out on the patio. In the shade of the patio, the





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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 or 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:

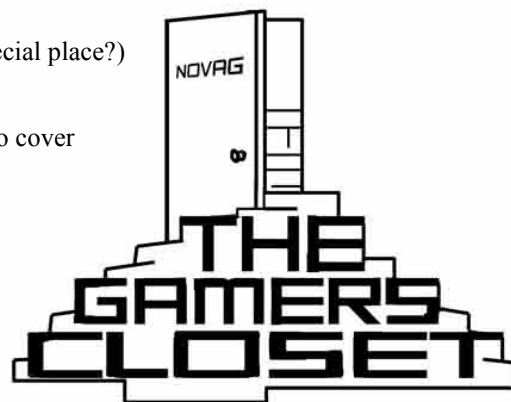
- Battle Reports
- Painting Tips & Terrain Making
- Product Reviews (miniatures, cardgames, and boardgames)
- Rules Reviews
- Movie Reviews
- Convention Reports
- Military Report or Reviews (going to a Battlefield or Museum? Visiting a special place?)
- Special Events

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.