



# The Magazine of the Northern Virginia Gamers (NOVAG)





## TABLE OF CONTENTS

November - December 2007

## The Gamers Closet

1. **Cover:** Pompadour Chateau, a 30 minute drive from where we (see the **Wargaming Holidays** article, page 66) are located, is on the Richard the Lionheart route.
2. Table of Contents
3. **PRESIDENTS COLUMN** by **Tim Tilson**
4. **EDITORS WRITE** by **David Luff**
5. **NOVAG GAMECON** [Convention flier]
6. **FROM THE NOVAG CLUB MEMBERS** [Gamers Write]
7. November / December Gaming Schedule
8. **Area Gaming Clubs** [listing]
9. **TRIADCON 2007 in Pictures and Words** [Convention Report] by **Mister Nizz**
17. **VIKINGS IN SPAIN** [Battle Report] by **Robert J. DiStasio, Jr.**
21. **LOCAL GAMING STORE** [Retail store listings] *Where's your store*
24. **LOCAL GAMING STORE NEWS** [Renaissance Games]
29. **GZG ECC XI** [Convention flier]
30. **Osprey Publishing** [Ad]
31. **Battle of Rottenburg** (fictitious) **1814** [Battle Report] by **Charlie Torok**
42. **ODDZIAL OSMY** [product review 1:600 scale]
43. **PREZCON 2008** [Convention Flier]
44. **United States Marine Corps Museum** [Information]
45. **Historicon 2007** by **Chris Scott** of **Miniature Wargames** magazine [review]
49. **ODDZIAL OSMY** [product review 1:600 scale]
50. **SIEGE OF AUGUSTA XVII** [Convention Flier]
51. **Napoleonic Uniforms** [Brochure of Napoleonic Uniforms for the Napoleonic gamer]
55. **Scenario Design** by **Bob Mackenzie**
60. **SheVaCon 16** [Convention Flier]
61. **Diatribes** by **W.J. Walton**
62. **The Escapist** [Gaming Advocacy]
63. **Peregrine Computer Consultants Corporation** [Information]
63. **MagWeb** [Online magazine service]
64. **Sociable Strategy Games** by **Bill S.**
64. **Larry Leadhead** by **Doug Hamm & Eric Hotz** [Comic]
65. **Dragon Trivia Quiz** by **Jay Mischo** [Quiz]
66. **Wargaming Holidays** by **Hadleigh Wilks** [Holiday Resort]
69. **About The Gamers Closet** by **David Luff** [Editor]

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### 2008 Schedule (due dates):

- Issue 60 - December 20 (*Merry Christmas*) [January]
- Issue 61 - February 23 [March]
- Issue 62 - April 26 [May]
- Issue 63 - June 28 [July]
- Issue 64 - August 23 [September]
- Issue 65 - October 25 [November]

### 2009 Schedule

- Issue 66 - December 27 [January 2009]



## President's Message

I hope everyone had a great time at **Fall In**. It certainly seemed to be well attended. HMGS is looking for games for Cold Wars. The submissions are due December 14th. Check here for more info: [http://www.coldwars.org/gm\\_event\\_registration\\_online\\_cw.htm](http://www.coldwars.org/gm_event_registration_online_cw.htm)

If you need to run an Alpha test of a scenario then consider NOVAG's **Winter Game Day**. It will be held January 26th at the Game Parlor in Woodbridge, VA. Contact Brian DeWitt ([Brian.DeWitt@ngc.com](mailto:Brian.DeWitt@ngc.com)) who is scheduling the games. We will ask for a \$3 "cover charge". The money raised is used to buy Game Parlor Gift Certificates, which we are then raffled off.

Many of us like to read military history, especially WWII. There are a number of good books offering a macro view such as Six Armies In Normandy. For the operational level there are any number of books ranging from A Bridge Too Far which covers Operation Market Garden to Pegasus Bridge which is deals with a company level coup de main at the start of D-Day. I have come across two books that deal with individual heroism in unusual circumstances. The first is The War Diaries of Major Rocky Gause. Gause was a USAAF pilot in the Philippines in the 1941. He escaped from the Bataan Death March, stole a small sailboat and with another pilot and a Phillipino woman sailed south to Australia. The other is Soldier of Orange, by Erik Hazeloff Ruelfzema. Hazeloff details the lives of six Dutch students during the war. One remains neutral and continues his studies, another joins the Dutch SS, while others are caught up in the underground. It is a compelling read about ordinary people caught up in maelstrom of war.

Best wishes for the Holiday Season.

**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))



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

Webpage: <http://www.novag.org> (issues 55 to current can be downloaded)

Historical issues can be found on **Magweb** at [www.magweb.com](http://www.magweb.com)

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



It is I, your humble editor and I welcome you to another issue of *The Gamers Closet*. I have not meant to have our ezine to be on the same release schedule as the old "Courier" magazine (a moment of silence for its demise) for back then when you saw an issue on the rack go check the moon for it was probably blue. I can blame work and the computer (*true, I swear on my old minifigs*) but I will try to square down for the next issue. With that I must also report that we will be going back to the bimonthly schedule as before since life just gets in the way for a monthly issue so log onto our message board at yahoo for the most current gaming schedule which Tim Tilson continues to update. Thanks Tim...

Wow, the year is about up and the holidays are upon us again so Happy Thanksgiving, Merry Christmas, and Happy New Year. I hope your stockings are all full of the newest games and figures and preparing for 2008 of more gaming and conventions. Speaking of gaming feel free to send in some battle reports or anything you may have done with your figures and terrain.



**From TRIADCON 2007**

I am also in major need of board games and role playing articles and based on informal surveys we have a silent majority not being represented in these fine pages. The only reason you do not see these articles is that I have not received them.

I went to HMGS-east FALL IN convention this year and did some photo taking through the dealer area (until my camera died on me) but saved the disc so I hope to have something for next issue. If anybody else took any pictures please send me a copy and a description.

Watch out for TRIADCON 2008 and I hope we can get a large presence at the 2008 show. It is the only local gaming convention and it does need our support. When the local fire hall can get \$1500 for a 3 hour rental you can see how much it costs in this area (*no need to remind you property owners about that*) and we will report on any new information on this show.

Our Game Day is coming up in January (*see flier*) so I hope you make plans on attending. Game Parlor in Woodbridge has a very nice gaming area which I think is larger than the Chantilly site and parking is plentiful.

The 2008 schedule for *The Gamers Closet* can be found on page 2 with the due dates for each issue so plan your articles around these dates and send them in. Well, I am getting ready for the holidays and spending some time working on some figures and units (*yes, modern*). I hope the best for you and your families and see you soon at the gaming table (*hmmm, would make nice name for a hobby store*).

*Happy Gaming... ed.*

**NOVAG logo by Nicki of Red Zone Games**







# **NOVAG WINTER GAME DAY**

## **Historical Miniatures Gaming**



**26  
January  
2008**

**10AM – 10PM**

Location:  
The Game Parlor-  
Woodbridge  
14440 Smoketown  
Road  
Woodbridge, VA  
22192  
(703) 551-4200)

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

GMs contact Brian DeWitt at [Brian.DeWitt@ngc.com](mailto:Brian.DeWitt@ngc.com) to host a game

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

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

PEL: Will be posted to the club website ([www.novag.org](http://www.novag.org))

Directions: See: <http://www.gameparlor.com/Directions/woodbridge.html>



## FROM THE NOVAG CLUB MEMBERS

*I received this request from our club president "Tim Tilson" to place it in our next issue.*

Dave,

You can put this in the next newsletter. Tim

Steve is a Wash DC area gamers currently serving as the Force Protection Officer for the Combined Joint Task for with the 82d Airborne Division in Khandahar, AF.

.....

Friends,

Fall in Afghanistan is beautiful. The temperature is much like DC except we haven't had any rain in four months. We're starting to get some snow on the mountain peaks. We're at just under 5,000 feet and some of the surrounding mountains are upwards of 12,000.

The sky at night is beautiful. Sometimes we can see a shooting star, no, that one was a rocket. The way the Taliban shoot your chances of getting hit by one of their rockets is about as much as getting hit by a comet. We're reasonably safe here.

A friend took this picture yesterday in front of our headquarters. Like the Ben Ladin photos, I guess it proves I'm still alive.

I'm really enjoying the football season here, although being eight and a half hours ahead we start watching at about 9 PM and the games don't all finish until around seven AM. I get a little blurry eyed around Monday morning.

Despite what you might see on "60 Minutes" things are going well here. Most of the people are tired of the Taliban and want peace. Schools are thriving, and the populace is slowly learning to read.--Literacy is estimated at around 22%. When the people can read the Q'uran for themselves, they will learn the radicals are off the mark and reject them. This will be a long term thing, but this country and these people have so much potential I think its worth it.

It is a beautiful place. I hope this e-mail finds all of you well and happy. Steve St.Clair

*Steve, thanks for your service to our country and pray for your safe return. Ed.*





## NOVEMBER / DECEMBER Gaming Schedule

Here is an updated list. We have deleted the Nap Battle game for Nov 23 and will be doing a MofA game instead. Also note the addition of games by Jorg Duezenon for Thursday and Saturdays at TGP-C. Jorg is a bit reticent about his giving out his email so interested parties, please contact me and I will forward to him.

### The Game Parlor at Chantilly- Wednesday

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

### The Game Parlor at Chantilly - Thursday

Every Thursday Flames of War/Warhammer 40k 15/25mm Jorg Duezen

### The Game Parlor at Woodbridge- Thursday

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

### The Game Parlor at Chantilly- Friday

DATE	Era	Scale	Rules	Host
Nov 23	Ancients	15mm	MofA	Taylor/? Scenario: Gauls vs Somebody

### NAVAL NIGHT

Nov 29	Naval-Sail	1:1200	WSIM	DeWitt
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Brian is planning a late 17th century battle using some of Rudy Segaar's beautiful ships. Come play a game when the Dutch burned the British fleet and swept the Thames clean!!!

Nov 29	Naval-Steam	1:1200	???	Patton
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Roxanne is planning an ACW extravaganza.

Nov 29	Naval-WWII	1:1200	Battle Stations	Taylor
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Continuing his interest in WWII Pacific, Greg is planning a demo game to showcase the rules. He may use new set to be released by GHQ.

**Scheduling NOTE: We host naval games on the 5th Friday of the month which works out (or so I am told by the Astronomer Royal) to around once a quarter. So if naval is your thing, you should be able to find something to do that night. All games start at 7:00 p.m. Everyone is welcome. Just ask the host.**

### The Game Parlor at Chantilly - Saturday

Nov 24	WWII/SYW	15mm	Jorg Duenzen	Games start at 6:00 pm.
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### Eagle and Empire

Nov 1	Flames of War/Warmachine
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Nov 7	Flames of War/Warmachine
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Nov 8	Warhammer Fantasy
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Nov 14	Flames of War/Warmachine
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Nov 15	Warhammer Fantasy
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Nov 21	Flames of War/Warmachine
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Nov 22	Warhammer Fantasy
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Nov 28	Flames of War/Warmachine
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Nov 29	Warhammer Fantasy
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Games start at 7:00 p.m.





## 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](mailto: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](mailto: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](mailto: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](mailto: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](mailto: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](mailto: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](mailto:andrewturlington@hotmail.com).

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

### Virginia

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

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

**Dulles Wargaming Club.** The point of contact is Ben Lacy, 43326 Butterfield Ct. Ashburn, VA 20147, phone 703-282-9208 or [blacy@adelphia.net](mailto: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/](http://games.groups.yahoo.com/group/Warrenton_Area_Game_Club/)

**NOVAG at The Game Parlor.** POC is Tim Tilson [hmslydia@msn.com](mailto: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](mailto:dluff20164@yahoo.com). Contact him or check out their yahoo group at <http://gamers.group.yahoo.com/group/WTTG>.







By Mister Nizz (<http://mrnizz.blogspot.com/>)

## A little late, but better than never - An AAR for TriaDCon 2007

Finally! Wal\*Mart found my missing pictures CD. I was hopping mad!

And yes, there were silly hats...



I bought a little disposable camera on the way to the convention on Saturday, having conveniently forgotten my digital one. For some perverse reason, I bought a black and white. I hadn't taken a b&w picture in years, and thought it might be interesting. Due to getting stuck behind an accident scene and running late, I paid for a garage place, as I figured I'd be there almost all day. I was right. Fortunately, I have switched GMing philosophy from big-ass, heavy grandiose concept games

like Le Grand Cirque to small, portable, fun games like Gladiator Fighting, and Tavern Brawl games, and Lilliput, and the Tibetan Corpse Racing Olympiad, all of which can be toted up hills in the heat without having a coronary. Parking is an issue with TriaDCon, which was just as sticky this year as last. However, this time we had signs up, and got the word out well in advance about Parking, what's free and what's not, and the risk of ticketing at U-Md. Point taken for next year.

I got to the convention around 930 that day, and the crowd was already quite good, considering a large portion of the floor space was behind a construction curtain, You can see the new "Mongolian Barbecue" construction space on the left in this picture.

As you can see much of the space is taken up with board-gaming of various genres. One element I added this year, as the miniatures scheduler, was the three "Island" tables on the left, above. You can see Hal Dyson's wonderful AERODROME game in the center of the three "Islands" in the picture above.

I noticed that no matter what was being run on an island table, that guy usually had a full house for players. point taken for next time.

Mr. Goon's resurgence of the Go teaching opportunity (below) was once again welcomed. I'm not sure if it drew many outside players or not, but I did take the time to bombard many of the local Go email lists for this area, and I think I even emailed the [IGF](#). We definitely had a nice stream of players, so I hope he returns for next year.





Continued...



One element definitely new to the convention was a role-playing track. We had (I think) four events and some discussion panels. We were a little light on space for discussions and hosted them in the Gazebo Room. Oddly enough for a first time event, these were a bit of a draw and we had some dedicated players. Point taken for next year.

Here we see Mike running his [Serenity Role Playing Game](#). I'm not a huge RPG fan (not having done much in the genre) but I loved the look and detail of the RPG Mike was running. He did a fine job and his players enjoyed themselves.



It's always nice to see Joan and David Wendland of [Blood and Cardstock games](#). She was the silly hats vendor, having gone to the annual Toy Fair and picked up a lot of truly silly hats cheap. Joan is a very talented designer and I sat in on a playtest of her new game in the works called.. something something pie fight. The game is ostensibly about monsters shuffling around and having a pie fight, with magickal pie-flinging spells which tickled my fancy.

Whatever it was called, it was silly, involved pie, and was nicely balanced. Nice job, Joanie!

I ran a gladiator game early in the day, [mostly with Curt and Grant Daniels](#). We had a fourth player, but he wussed on us after one turn because his pals were signaling for him to play Die Macher with them or something. Too violent for a Euro Player, I guess. Hey, who am I to complain, he bought my copy of GALAXY by GMT.



Continued...



Seems like we had some of that magical marketing Synchronicity left over from WBC and Historicon this year. *"The Great Convergence"* (wince) was on display at TriadCon, too! Many wargamers played Euros, many miniatures game players played RPGs and board games.



Some conflict sim fans playing [Napoleon's Triumph](#), the new Austerlitz block game in the series that began with Bonaparte at Marengo (above).



[Games Club of Maryland](#) was there in force



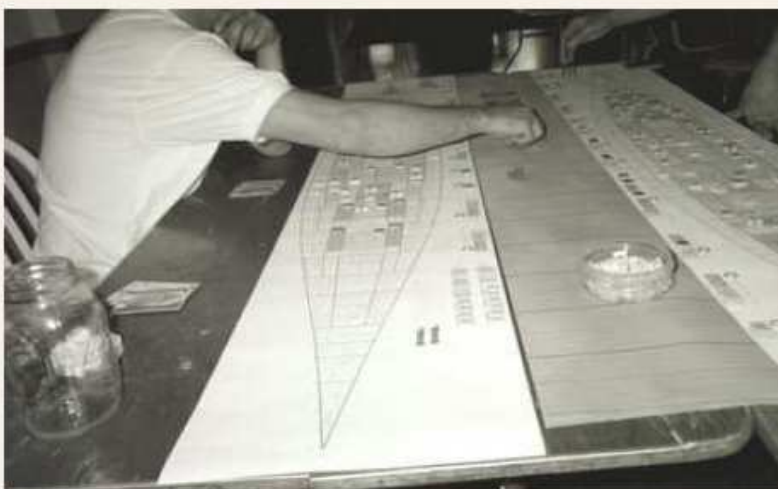


*Continued...*

and contributed greatly to the success of the convention. I would like to extend our thanks for the wonderful job done by Mr. Keith Levy and all the tournament organizers he assembled for our humble little convention. Thanks, guys.



We made use of the right side foyer more this year than we did last year. We moved registration up there to provide more floor space below on the main floor, and held several events up in the rightside foyer. Above you can see what a nice mixed crowd we had, of all ages. I personally think the OTHER foyer, on the left, may be a loser. People just don't know it's there and any event held there was ill attended by HMGS convention standards.



Here was a very interesting game concept being put on by Jonathan Miller. It's a naval battle between the Bismark and the Prince of Wales, but the focus is not on moving ships and comparing armor to broadside weight. The real game is about keeping the ship afloat after it starts to take damage, and how you allocate damage repair resources. A fascinating game idea that would make a brilliant boardgame.





Continued...



Bob McDonald ran his somewhat famous FOUR MACGUFFINS game, a pulp adventure/skirmish using the Chain Reaction rules (above). Many thanks, sir, you were tireless at this.

Some Historical and not-so Historical games...



Taladega Nights...



Continued...



My friend Ben Pecson considers a move at what looks like DBR from this angle..



(Above) The folks from WADBAG start setting up **De Bellus Vashingtonium**, our annual DBA tournament. A big thank you to the folks who set this up, you provided a lot of fun for a lot of people for a lot of hours!

(Results [here](#))

DBV is always welcome at TriaDCon, never fear!

Lastly, we did have a bring and buy flea market event, and it was stellar. I sold about 90 dollars worth of games that I wasn't going to play any more, and promptly spent the money buying NEW stuff...



Continued...



*Free Enterprise at its best*

I did run a game on Sunday, **Return to Lilliput**. Said game is detailed [elsewhere](#).

#### **AAR Summary:**

**Financially**, we did not lose our shirts this year. The convention actually paid for itself, and grew attendance, although not as much as I would like.. maybe only about 20 to 30 above last years' figures, but that's not at all bad for a local convention.

**Facilities:** There were issues with the site location, and many of them aren't going to be easy to overcome. The big one is parking. Parking is some distance away from the dining facility and drive up access is very limited. We have tried to negate this by being Johnny on the spot with handtrucks and the freight elevator. Secondly the facility is not exactly handicap friendly. It's possible to maneuver around it, but it takes some effort. Some of our game space was taken up with construction this year. We were told they would be finished in time for TriadCon, but this did not prove to be the case. I don't sense it had a huge impact on the show. The separation of the far left mezzanine from the rest of the con was a problem, even with signage and helpful people giving directions. It just isn't a starter. Conversely, adding some miniatures events directly to the main floor was very good for the miniatures games. It's all about location. The big plusses to the site location is limited free catering that comes with it (free, giant cookies that cost an arm and a leg elsewhere, and soda), and being located next to a nice cafeteria. It's not the Four Seasons, but it's better than just about any food I ate at the Eisenhower during Fall In (not knocking that convention, at all, I just don't like the hotel's caterer).

**Vendors**-- it would be nice to have more, but really, we are about maxed out on the available space. We appreciate the local support for our Con! We even gave up the reg table to add another one in. At this stage, I'd rather see smaller, local guys like Blood and Cardstock over a mega vendor, but heck, we'll take what we can get.

**Price:** We had to pay a little extra for insurance.. and had to cover the cost, so we knocked it up a buck or two. I think our price is a pretty good bargain for a convention held inside the DC Metro area (inside the beltway!). We did offer a few incentives here and there that some people took advantage of (special prices for GMs and Boy Scouts). We can't afford to give anything away on a massive scale at the moment, but we can at least do the right thing for GMs and scouts.

**Staff:** Much better this year.. and I mean by LEAPS AND BOUNDS. Many, many thanks to the



*Continued...*

stalwart lads of the Southern Maryland Partizans, who showed up in force to help schlepp tables, stand a watch at the front desk or flea market, and generally help by being helpful and unfailingly polite and cheerful about it. To give you a good idea of HOW helpful these volunteers were, we were at the convention until 9 or 10 last year, breaking down tables. We got out by 7 or so this year.

**Advertising and ROI:** Last year, we were a brand new convention relying on strict word of mouth and postings on the Internet. This year, we tried to put in a much better effort. We placed adverts in Wargames Illustrated, the Historicon and Cold Wars Program books, the NoVaG newsletter, spammed various forums and yahoogroups repeatedly, and dropped fliers in all the stores. We didn't see a hoarde for our efforts, but we held last year's numbers easily and have even grown somewhat. At least I can feel that we did what needs to be done in this regard.

In closing, many thanks to the many, many people who contributed their time, effort, volunteerism, and creativity to putting on TriaDCon and contributing so much to its success. This is not just the GMs and Volunteers and the Convention Cabal (the closest thing we have to a board of directors), but also anyone who took the time to attend. We have worked hard to return the concept of a good, old fashioned local convention with a mixed format to the DC region, and we just might be succeeding due to your efforts.







## VIKINGS IN SPAIN

## BATTLE REPORT

by Robert J. DiStasio, Jr.

*Expectations...It had been building for a long time. The loot and hostages had been good on this first raid, but the response had come swiftly. Now the time for battle had come and he felt a sinking sensation as he saw the terrain his Norsemen would have to defend and that wide open flank that his mounted opponent would love to use. A thousand times he had cursed the need to stop that night. But with no landmarks it would have been foolish to travel farther, and as dawn slowly broke over the glowering leader, they would have to fight so they can get back safely to the boats. At least the berserkers will be happy....*

The 1500 point game for the September Might of Arms night in Chantilly at The Game Parlor pitted my unblooded Viking army against Jay Mischo's Imperial Arab (Spanish Conquest version) army. The nice open right flank that the Medium Infantry Viking army would have to defend showed me I was going to have trouble. I was correct, but not in the way I had feared, but in a wholly unexpected and unpleasant way.

With no cavalry the Vikings began deploying first in six command groups. Four of the groups were composed of B morale Medium Infantry (MI), deployed in two lines. Each group had 2 units of MI deployed in the rear and two or three units of MI with half the stands bow armed. This would prevent the front rank from going out of control and charging blindly and also soften up the opponent. These bow armed units (hereafter referred to as MIB), also screened the rear ranks preventing them from going uncontrolled as well. Each command group was supported by a bow armed SI unit as well. In the rear, the Vikings had their class A Huscarl MI in two groups of 4 & 5 units, with the smaller Huscarl unit supported by a 5<sup>th</sup> SI unit.

The Arabs deployed in 5 separate groups. On the right in front of two hills where 3 MI class C units, behind of which was a single Class A Guard MI unit. On the group's left was a single C class Javelin armed Light Infantry (LI) unit that screened two 3 figure catapults on the hill behind, which were to be a very nasty shock to the Vikings. To the left of this units were two similar Class C infantry groups composed of a LI bow unit and 3 Sub Heavy Infantry (SHI) which also had ½ of the stands bow armed. Behind these infantry units were 3 fierce Heavy Cavalry (HC) Class B units and 2 bow armed Light Cavalry (LC) Class C units. The Arabs also had two cavalry only groups comprising of 3 HC (Class B) and 3 bow armed LC (Class C) units. One command extended the Arab left beyond the infantry and the other was placed in reserve behind the hills to the right.

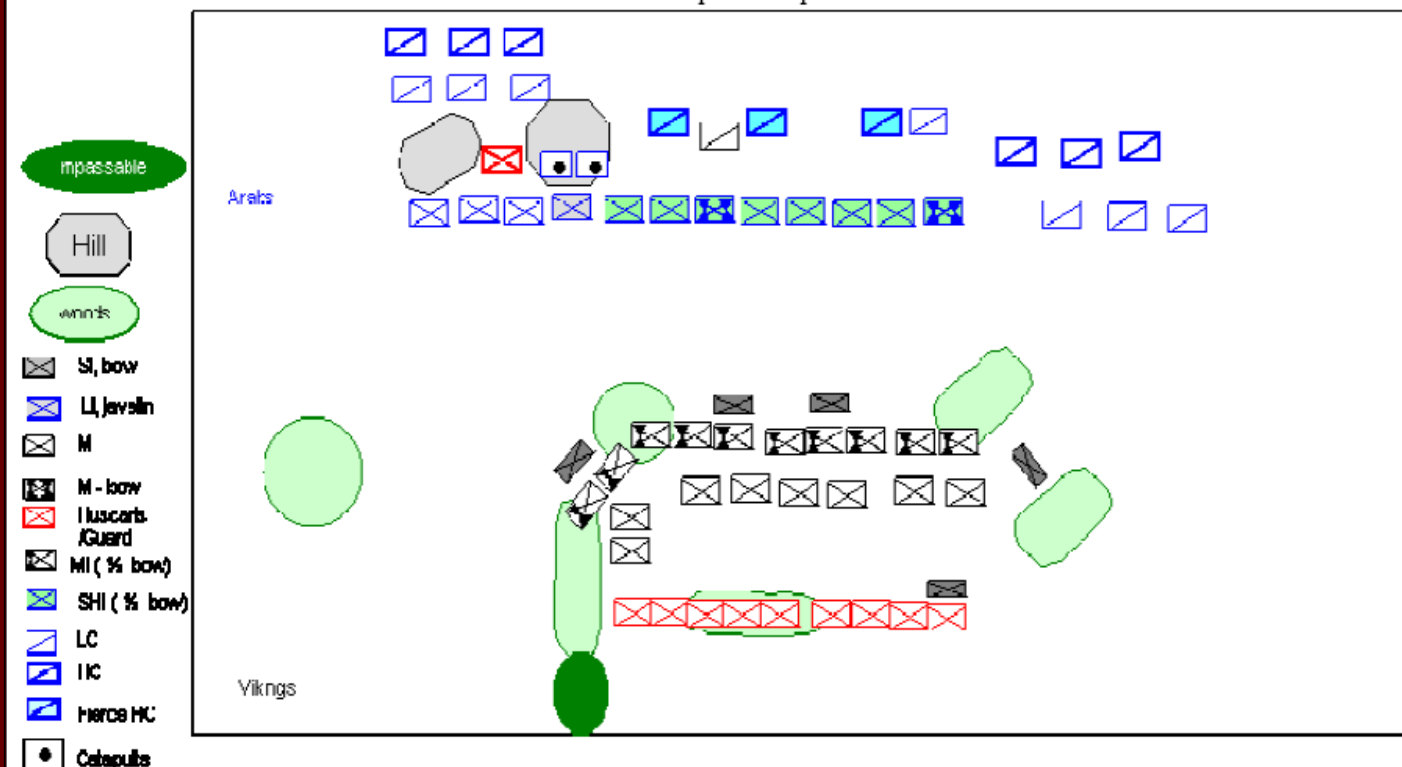


## VIKINGS IN SPAIN

by Robert J. DiStasio, Jr.

Continued...

Map 1: Setup



The first turn saw the Arab Horsemen on the left lunge after the Viking exposed right flank, while the right side Huscarl unit headed over to seal off the danger area. As the Arab infantry moved forward, the Arab horseman behind the hills began redeployment to the other side, leaving one LC unit to help support the MI attack on the Viking left flank. The only action saw the Arab Javelin LI being pounded by two MIB units and a SI unit. It would eventually rout by fire. In response the catapults began a devastating shooting of the left most exposed MIB unit. They were shooting so well that this B-class unit was worn by turn 3!

The next few turns were one of maneuver as the Arabs headed to the Viking flanks and the SHI moved slowly forward. On the Viking left flank one of the MI units was shaken by bow fire, but in compensation the Arabs were able to pin and rout the Viking SI on that flank. Contact on that flank had 2 Arab MI going against 3 Viking units initially; this melee would continue for some time, and be increasingly bloody. In the center, the far left MIB unit pivoted to get more bow fire on the javelin LI, which routed, and the Viking line moved forward to compensate. This would prove disastrous as it gave just enough room for the Arabs later to bring in an extra SHI on the right flank, and a cavalry unit on the left (the move probably was not necessary, as the unit that had exposed itself was worn and probably a lost cause in any event).

On the right flank an amazing turn of events basically neutralized the Arab cavalry. Three LC arrived at the newly formed shield wall to find two SI (one from the right forward command and one from the Huscarl group) that proceeded to shoot very well. Then, *every* Huscarl unit remained in control and then, to add insult to injury the Huscarl C class SI fought and won a melee against a LC unit! It eventually took the combined efforts of all three LC units



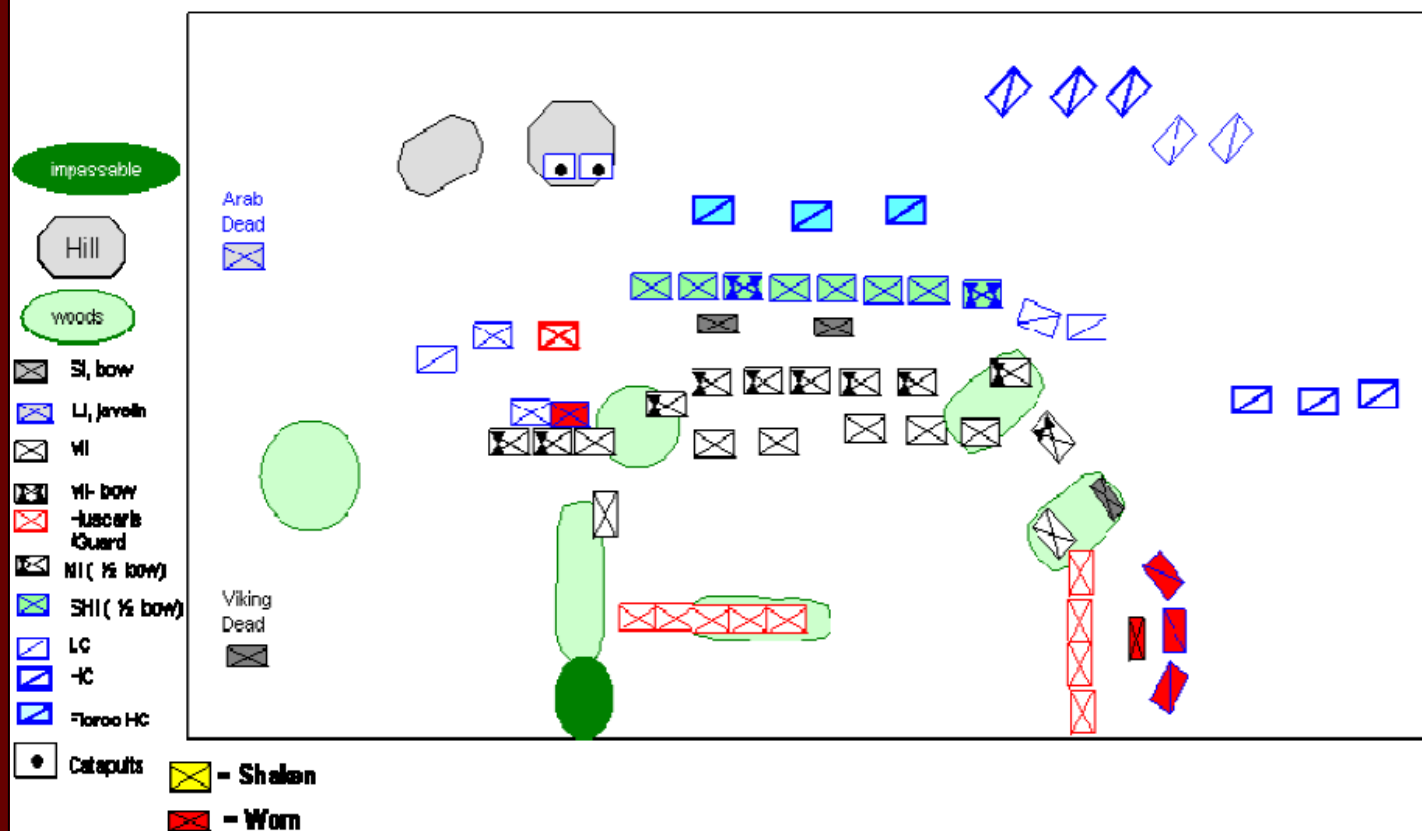
## VIKINGS IN SPAIN

by Robert J. DiStasio, Jr.

Continued...

to eliminate it, and at the end all were worn and unable to charge (bow fire just melted the SI unit away).

Map 2: Viking High Tide



While the Huscarl SI was earning the Medal of Odin, the center was reaching a climax. Unfortunately for the Viking leader one of the infantry leaders was a teenager, who was doing what they all do: rolling low during bow fire and high during melee, (It did not help that the Viking leader was also rolling low during melee.) and damage piled up fast. One bit of good luck occurred when a fierce HC unit hit the worn MIB unit: the Viking leader promptly rolled snakeeyes during the morale phase. The right and left forward flanks were basically firm, although the attrition on the left flank was high. Some of the uncommitted Huscarls were sent to support this flank while the other units in this command headed forward.

The next turn had two units in the center routing and the rest of the units in the first line going shaken, as well as an uncommitted unit in the rear rank. An attempt to flank the far left combat by the Vikings was stopped cold by those pesky catapults, causing it to go shaken. The Viking flanks still held, but the center was collapsing, although a secondary line was in the process of being formed. It was at this point that the sun finally went down (in other words it was after 10 PM and the Game Parlor staff were giving us the evil eye) halting combat giving the Arabs a tactical victory.

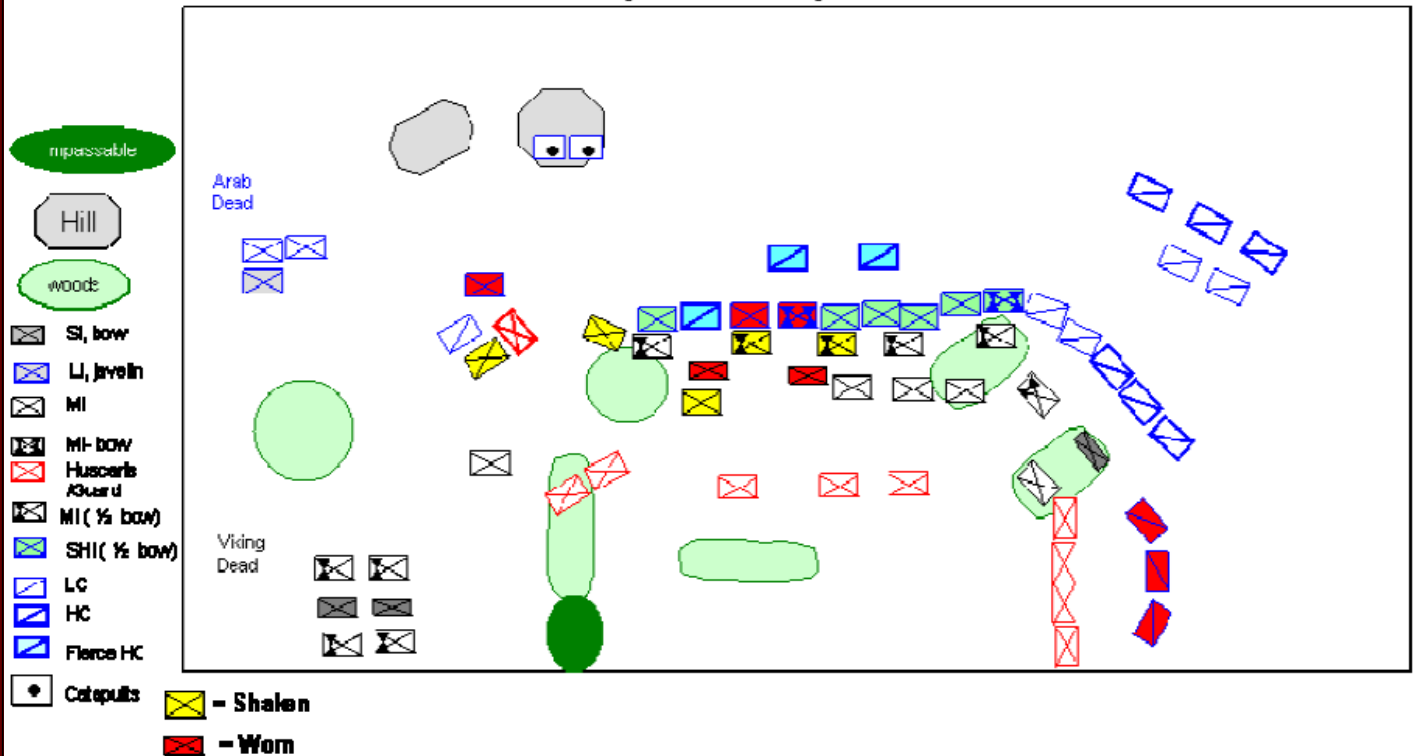


## VIKINGS IN SPAIN

by Robert J. DiStasio, Jr.

Continued...

Map3: Arabs Triumphant



The Caliph looked proudly at his son as the army celebrated. He chuckled inwardly as he saw the glum expressions in some of his cavalry commanders. Those infidels were tough, and that shield wall! Maybe they can be hired as mercenaries. He knew the Byzantines used some Norsemen. In any event that was the future; his first priority will be a navy; he had to stop this raiding. At least this group is gone, and according to the scouts, heading to Africa....







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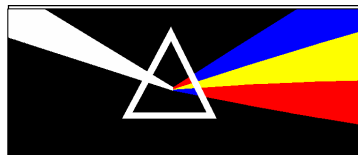
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## LOCAL GAMING STORE NEWS

Renaissance Games

Renaissance Games in Fallston, Maryland hosted its Wizards of the Coast "Gold Tier" event on Saturday, September 15th. According to Wizards of the Coast, "These one-day tournaments will be held across North America, at locations selected from some of the very best hobby game stores on the continent". As a "Gold Tier" Premier store, Renaissance Games joined nearly 100 other hobby stores across the US in hosting this event.



Prizes for the event were largely provided by Wizards of the Coast. Memory lapse foil promo cards were given to all participants.

In addition, Magic Deck boxes and hats were distributed. The first place was also awarded a Magic Duffel Bag and a booster box of the upcoming Magic the Gathering set, *Lorwyn*. The chance to snag a box of Lorwyn provided a competitive edge to the tournament.

Additional booster prizes went out at random and to the top finishers.

Twenty-two players played a total of 5 rounds before going to a top-four split. After 6 hours, the winner of the tournament was Marc Aquino, who bested Michael Scheffenacker in a best 2 of 3 finale. Marc put together the winner 3-color deck from 10<sup>th</sup> Edition boosters, utilizing Red/Blue/Black:

6 Island  
5 Mountain  
6 Swamp

Razormane Masticore (Artifact)  
Aven Fisher (Blue)  
Aven Windreader (Blue)  
Counsel of the Soratami (Blue)  
2 Sage Owl (Blue)  
Sky Weaver (Blue)  
Spiketail Hatchling (Blue)  
Afflict (Black)  
Agonizing Memories (Black)  
Dross Crocodile (Black)  
Grevedigger (Black)  
Hate Weaver (Black)  
Mass of Ghouls (Black)  
Midnight Ritual (Black)  
Mind Rot (Black)  
Ravenous Rats (Black)  
Beacon of Destruction (Red)  
Cone of Flame (Red)  
Incinerate (Red)  
Lightning Elemental (Red)  
Shock (Red)  
Spitting Earth (Red)

Michael played Red/Green, with a splash of Black:

7 Forest  
7 Mountain  
2 Swamp  
  
Treetop Village (non-basic land)  
Mind Stone (Artifact)  
Gravedigger (Black)  
Midnight Ritual (Black)  
2 Bloodrock Cyclops (Red)  
Bogardan Firefiend (Red)  
Fists of the Anvil (Red)  
Goblin Piker (Red)  
Shivan Dragon (Red)  
Thundering Giant (Green)  
Viashino Runner (Green)  
2 Elvish Berserker (Green)  
2 Grizzly Bears (Green)  
Llanowar Elves (Green)  
Llanowar Sentinel (Green)  
Overrun (Green)  
Rampant Growth (Green)  
Rushwood Dryad (Green)  
2 Spined Wurm (Green)  
Sylvan Scrying (Green)

Renaissance Games hosts Friday Night Magic events on a weekly basis. Magic play continues on Sundays with casual drafts. Check [www.ren-games.com](http://www.ren-games.com) for complete details.







A lively day of WARHAMMER Fantasy gaming occurred on Saturday, September 15<sup>th</sup>. A casual affair soon turned into a 3-round tournament where Lizardmen ultimately triumphed. For this event, we decided to forgo the usual pitched battles, and added a few twists. Each player was given a deck of eight cards, seven describing one scenario and one Lucky Seven card. At the start of each game both players chose one card from those remaining to them and place it face down on the table. Both cards are then revealed at the same time. Each player then plays the game according to the scenario on both cards. The games were played as normal, with victory points awarded as shown in Warhammer rulebook. The scenario cards included:

1. Capture, whereby you attempt to capture an objective marker at the center of the battlefield
2. Assassination, where you gain victory points for defeated heroes.
3. Boggy Ground, where the soggy battlefield hinders fast movers.
4. Pitched battle, fought as usual.
5. Dragon slayer, where one of your heroes get bonus attacking large creatures
6. High winds, greatly affecting shooting armies.
7. Magic flux, causing the magic phase to be a bit unpredictable, and
8. Lucky seven, where once per game you can call a roll a seven and not trust to lady luck.



Fantasy Armies arrayed at the start of the tournament.

Matt generated the winning Lizards with the following 1500 point build-out:

# Salamander teams	195 pts
3 Terradons	105 pts
3 Kroxigors	175 pts
5 Saurus Cavalry, w Full Command Banner of Huanchi's Blessed Totem	265 pts
2 units of 13 Skinks Javelin	78 pts each
2 units of Saurus Standard and musician	258 pts each
Saurus Seer Vet, light armor, shield	89

Matt's Army List of Lizardmen – Earning Matt Best General

This was the first time Matt had fielded this particular army configuration. He admitted that his reasoning was simply to field a balanced army that seemed like it would be fun. It performed quite well, earning Matt two Massacre victories and one Major victory. Not bad considering he faced a number of excellent opponents who had won previous tourneys at Renaissance Games and other establishments.

For the first battle, Matt faced off against Zac and his Empire. Zac's Empire force was mostly a heavy cavalry force on a rather barren piece of terrain. Using the initiative, Matt quickly moved into combat which negated much of the potential impact of the heavy





cavalry charges. The battle earned Matt a massacre as he swept the Empire from the field.



Matt's Lizardmen quickly close the distance against Zac's Empire

Round 2 saw Matt going up against Steve's fearsome Ogre Kingdom force. With only 25 models, Steve's Ogres had been causing havoc all summer long at Renaissance. His finely painted army won Steve Best Army, but they found it difficult to recover from a fine first turn set of rolls from Matt. The show-down between Matt and Steve ended up in a major victory for Matt – Matt's closest match of the day!

1 Bruiser with Siegebreaker and Mawseeker	174 pts
1 Butcher with Bangstick	155 pts
2 units of 4 Bulls	188 pts each
4 Ironguts	192 pts
6 Ironguts	308 pts
4 Leadbelchers	220 pts
1 Gorger	75 pts

Steve's Ogre Kingdom Army, Earning him Best Army



Steve's Ogre Kingdom earned him Best Army. Here they bridge a river and proceed to annihilate a Vampire Count Army.

For his swell sportsmanship during his battle against Matt, and indeed throughout the course of the entire affair, Zac was judged by his peers and awarded the highest praise and crowned Best Sport of the tourney.



Pictured from left – Steve, Matt, Gary, Zac, Jacob, and John.

Renaissance Games holds monthly WARHAMMER Fantasy and 40k tournaments. Check their website at [www.ren-games.com](http://www.ren-games.com) for details on upcoming events.



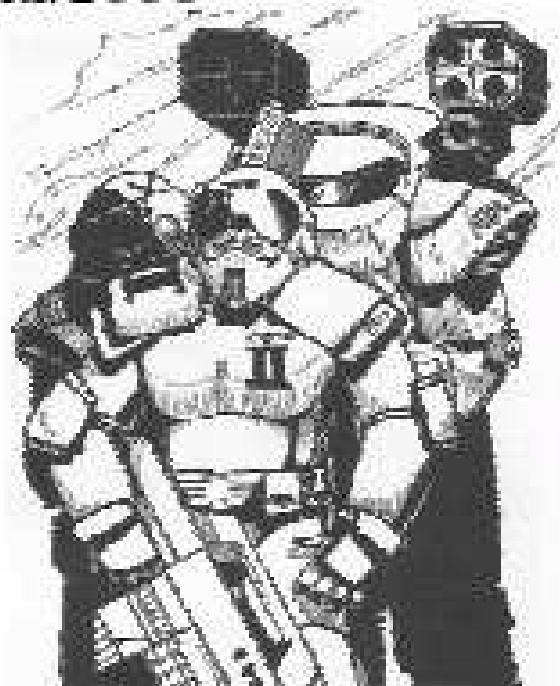




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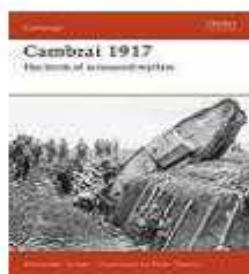
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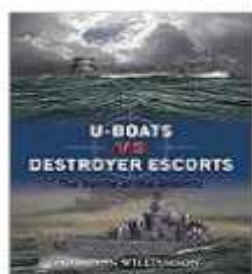
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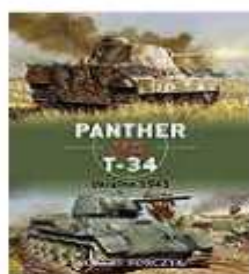
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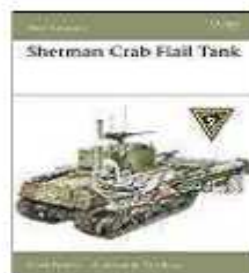
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## Battle of Rottenburg (fictitious) 1814

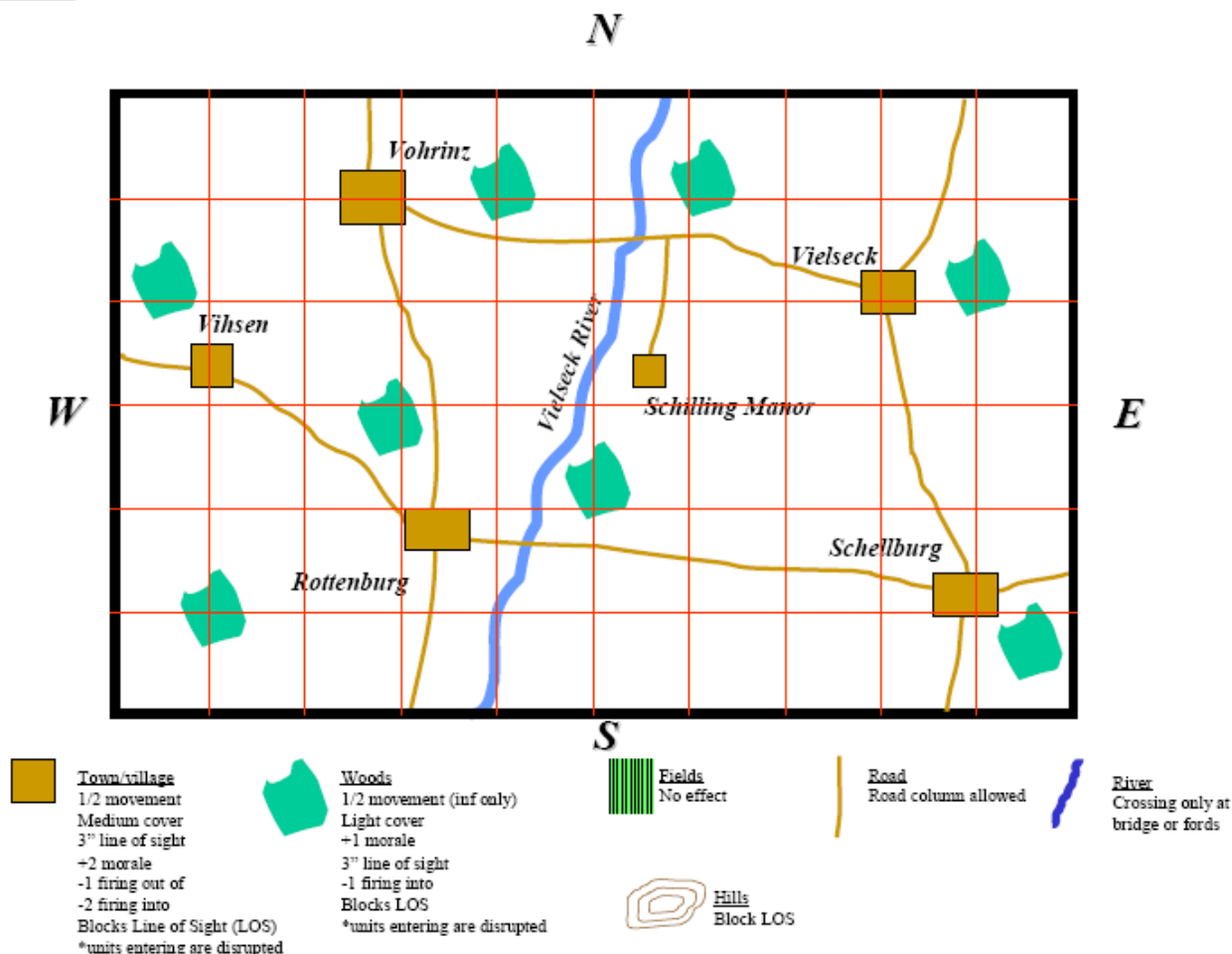
By Charlie Torok (2 June 2007)

The battle of Rottenburg 1814 was a made up scenario using 15mm Napoleonics. The rules are a "home brew" that uses what I consider the best part of many rules systems put it into one gaming system. I have been playing Napoleonics for 25+ years and like most gamers of that era have yet to find the perfect set of rules. About 15 years ago a group I gamed with in El Paso TX put together our own rules and modified them into what I like to think is the best rules system I have found.

The rules are based on 1:50 (Empire III mounting) and the basic unit is the infantry regiment, cavalry regiment and artillery battery. Although it is a regimental system the novice player can control a division and a more experienced player can command a corps. I have played battles where I commanded the entire army (one such game controlling the allies at Waterloo) completing the game in about 10 hours (Historicon 2002). More on the rules in another article, back to the battle at hand:

The scenario is designed to force both sides to fight both a defensive and offensive battle. Nothing worse than showing up at a gaming convention and sitting back watching everyone else move, this way you have to both take and hold terrain on the board. The game map is divided by a river going down the middle of the board. On one side your army defends and on the other it attacks. The instructions given to both commanders forces the players to allocate their forces based on written orders and map points (see map below).

### MAP #1:







Each commander is given his written orders (see below), order of battle and a blank map to allocate his forces on. Once both sides have formulated their plan I have each defensive side set up first (this simulates the attacker's light cavalry getting a look at the defense before moving towards attack). Since the attacker has already allocated his units (divisional size) on the map he is forced to set up within the area chosen.



[Picture #1: French commanders Robert and Alan survey the field]



### French players:

Robert DiStasio Jr (French Corps commander and French eastern division)

Alan Melear (Bavarian and Berg divisions)

Mike from New Zealand (French western division)



[Picture #2: Allied commanders, Rudy and Tom check their orders]



[Picture #3: The Prussian commander, Greg, keeps an eye on his French opponent]

### Allied players:

Rudy Segaar (Russian division)

Tom Bolles (Austrian Advance Guard division)

Greg Baker (Prussian division)





the Russian First Army and the Austrian Army. This vital town must be captured by nightfall (12 turns). In addition capturing the bridge between Vielseck and Vohrinz intact is vital for lateral movement of the II Corps under Marshal Victor.

#### Intelligence Report:

1. The Corps Light Cavalry screen has been able to recon the Vielseck River just north of the town of Rottenburg and discovered only one possible crossing point, the bridge at Rottenburg. The river banks appear to be too steep and the current too swift for crossing.
2. Strong defensive forces (divisional size) were observed in the vicinity of Vielseck and the Schilling Manor.
3. A strong Russian, Prussian and Austrian force was moving south along the Vohrinz-Rottenburg road, also a Russian divisional reserve was seen north of Vielseck heading west.

The Emperor also expects III Corps to hold the west bank of the Vielseck River concentrating on the vital crossroads and bridge located at Rottenburg. This key town must remain in French hands as a transportation and supply hub.

The II French Corps under Marshal Victor is advancing to link up with III Corps from the west on the Vihsen road, his advance elements are expected within 3 hours (6 turns), this village and road exit must remain open to facilitate his movement.

NOTE: you must hold more uncontested points than the enemy at the end of turn #12 (6 hours of battle) [see map for village/town point values]. Also an eliminated unit [forced off the table] is worth 1 point and a killed commander is worth his command value.



[Picture #4 & #5 Players survey the field of battle]



#### Allies Commander:

The Allied Army is advancing along the Vohrinz / Rottenburg road towards central Bavaria. Archduke Charles has ordered your wing of the army to assault and capture Rottenburg. Once this town is secured it will become the major axis of advance for the combined Austrian / Russian army. The Town must be captured by nightfall (12 turns). In addition capturing the bridge between Rottenburg - Schellburg intact is of vital importance.

#### Intelligence:

1. The Wing Light Cavalry screen has been able to recon the Vielseck River as far south as the Shilling Manor and have discovered only one possible crossing point, the bridge itself. The river banks appear to be too steep and the current too swift for even your light infantry to cross.
2. Strong defensive forces (divisional size) were observed in the vicinity of Rottenburg and Vihsen.
3. Strong French reserves were seen south of Schellburg heading north, also a divisional size force was seen moving south of Rottenburg heading east.





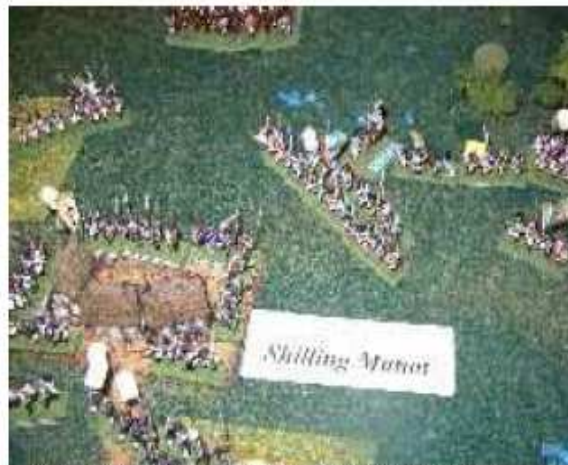
The Archduke also expects your army wing to hold the east back of the Vielseck River concentrating on the vital crossroads and bridge located at Vielseck and the Schilling Manor. This area must remain in Allied hands as a east-west avenue of advance and future re-supply road.

The Center Column of the army is following behind you traveling on the east side of the Vielseck River and will enter the map from the road north of Vielseck, these advance elements are expected within 3 hours (6 turns).

NOTE: you must hold more uncontested points than the enemy at the end of turn #12 (6 hours of battle) [see map for village/town point values]. Also an eliminated unit [forced off the table] is worth 1 point and a killed commander is worth his command value.



[Picture #6: French defense of Vihsen]



[Picture #7: Prussian defense of the Shilling Manor]

Each commander was given the following orders of battle (to include potential reserves, which will be covered later), it is up to the players to allocate which forces are on what side of the river, who defends and who attacks and where on the map they will set up. Each army during the Napoleonic period had its own uniqueness and capabilities (or lack thereof). Included are the orders of battle for this game:

### Allied Army:



#### **AUSTRIA:**

##### **Advance Guard Division [General Frimont +1]**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Combined Jager [Brigade]	24	6	2
Line Inf Regt	54	7	3
Line Inf Regt	54	7	3
Freiwilliger Regiment	24	7	3
Freiwilliger Regiment	24	7	3
Landwehr Regiment	24	8	3 [-1 fire]
Chevaulexer Regiment	12	5	5
Chevaulexer Regiment	12	5	5
Hussar Regiment	12	4	5
Heavy Position Battery	6 guns	6	3 [Crack class]
Medium Brigade Battery	8 guns	6	3 [Line class]
Medium Position Battery	6 guns	6	3 [Crack class]



#### **RUSSIA:**

##### **VI Corps Generalleutnant Winzingerode +1**

##### **9th Division GeneralMajor Lindorf +0**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Jager Regiment	16	7	3
Jager Regiment	16	7	3
Musketeer Regiment	24	7	3 [-1 fire]
Musketeer Regiment	24	7	3 [-1 fire]
Musketeer Regiment	24	7	3 [-1 fire]
Musketeer Regiment	24	7	3 [-1 fire]
Position Battery	12 guns	6	3 [Line class]
Light Battery	12 guns	6	3 [Line class]



**PRUSSIA:****5<sup>th</sup> Brigade Generalmajor Borstell +0**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Hussar Regiment	8	5	5
Uhlán Regiment	8	5	5 Lance
Line Regiment	36	7	3
Reserve Regiment	36	8	3
Landwehr Regiment	36	8	3 [-1 Fire]
Landwehr Regiment	36	8	3 [-1 Fire]
Combined Grenadiers	16	5	4 [+1 Fire]
Foot Battery (Medium)	8 guns	6	3 [Line Class]
<b>Artillery Reserve</b>			
Foot Battery (Heavy)	8 guns	6	3 [Line Class]

**Allied Reserves (dice roll required):****Reserve Division A:****Grenadier Division General +1**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Grenadier Regiment	16	5	4 +1 fire
Grenadier Regiment	16	5	4 +1 fire
Grenadier Regiment	16	5	4 +1 fire
Grenadier Regiment	16	5	4 +1 fire
Grenadier Regiment	16	5	4 +1 fire
Grenadier Regiment	16	5	4 +1 fire
Position Battery	12 guns	6	3 Line class
Light Battery	12 guns	6	3 Line class

**Reserve Division B:**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
<b>Heavy Cavalry General +1</b>			

Dragoon Regiment	9	6	6
Dragoon Regiment	9	6	6
Dragoon Regiment	9	6	6
Horse Battery	12 guns	6	3 Crack Class

**French Army:****III Corps Marshall Ney +2****Corps Artillery**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Co a Pied (Heavy Battery)	8 guns	6	3 Crack Class
Co a Pied (Heavy Battery)	8 guns	6	3 Crack Class

**Light Cavalry Brigade General de Division Lasalle +1**

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Hussar Regiment	8	5	5
Cheval-Legere Lancer Reg	8	6	5
Bavarian Chevélauxer Reg	8	7	5
Co a Cheval (Horse Battery)	6 guns	6	3 Grenadier Class



(French) Division *General de Division de Division Demont +1*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Regt d' Infanterie de Legere Regiment	36	6	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Co a Pied (Medium Battery)	8 guns	6	3 Crack Class



(French) Division *General de Division de Division Morand +1*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Regt d' Infanterie de Legere Regiment	36	6	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Regt d' Infanterie de Ligne Regiment	36	7	3
Co a Pied (Medium Battery)	8 guns	6	3 Crack Class



(Bavarian) Division *Generallieutenant von Wrede +0*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Bavarian Rifle Brigade	24	6	2
Bavarian Line Regiment	24	8	3
Bavarian Line Regiment	24	8	3
Bavarian Line Regiment	24	8	3
Bavarian Line Regiment	24	8	3
Fussbatterie (Medium Battery)	6 guns	7	3 Line Class
Fussbatterie (Medium Battery)	6 guns	7	3 Line Class



(Berg) Division *Generallieutenant +0*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Berg Line Regiment	16	8	3
Berg Line Regiment	16	8	3
Berg Line Regiment	16	8	3
Berg Line Regiment	16	8	3
Berg Fussbatterie (Medium Battery)	6 guns	7	3 Line Class
Berg Fussbatterie (Medium Battery)	6 guns	7	3 Line Class

### French Reserves (dice roll required):



Reserve Division [French] A: *+ 1 Commander*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Grenadier Regiment	24	5	4 [+1 Fire]
Grenadier Regiment	24	5	4 [+1 Fire]
Grenadier Regiment	24	5	4 [+1 Fire]
Grenadier Regiment	24	5	4 [+1 Fire]
Co a Pied (Medium Battery)	8 guns	6	3 Crack Class



Reserve Division [French] B: *+ 1 Commander*

	<u># figures</u>	<u>Morale</u>	<u>Melee</u>
Dragoon Regiment	9	6	6
Dragoon Regiment	9	6	6
Dragoon Regiment	9	6	6
Co a Cheval (Horse Battery)	6 guns	6	3 Grenadier Class

Reserves were allocated based on a percentage roll by the commanders. "Reserve A" entered the game on a roll of 1-8% at the beginning of the first turn; each turn after that the chance was increased by 8%. Thus on turn #2 each commander rolled at a 1-16%, turn #3 it was 1-24%..... Once reserve A entered the game the commander started over (1-8%) for reserve B. These rolls continued until the end of the game.

The commanders allocated their forces as depicted below. The allies set up on the North side of the table and the French on the South. The red dotted line depicts the extent of set up. As opposed to using a standard horizontal line of setup I chose a diagonal line, giving the defensive side of the table more depth. This also allowed the defender to choose how much of his side he wanted to defend. What I tend to see in most convention games is a tendency to defend the entire length of the table as opposed to holding key terrain only.

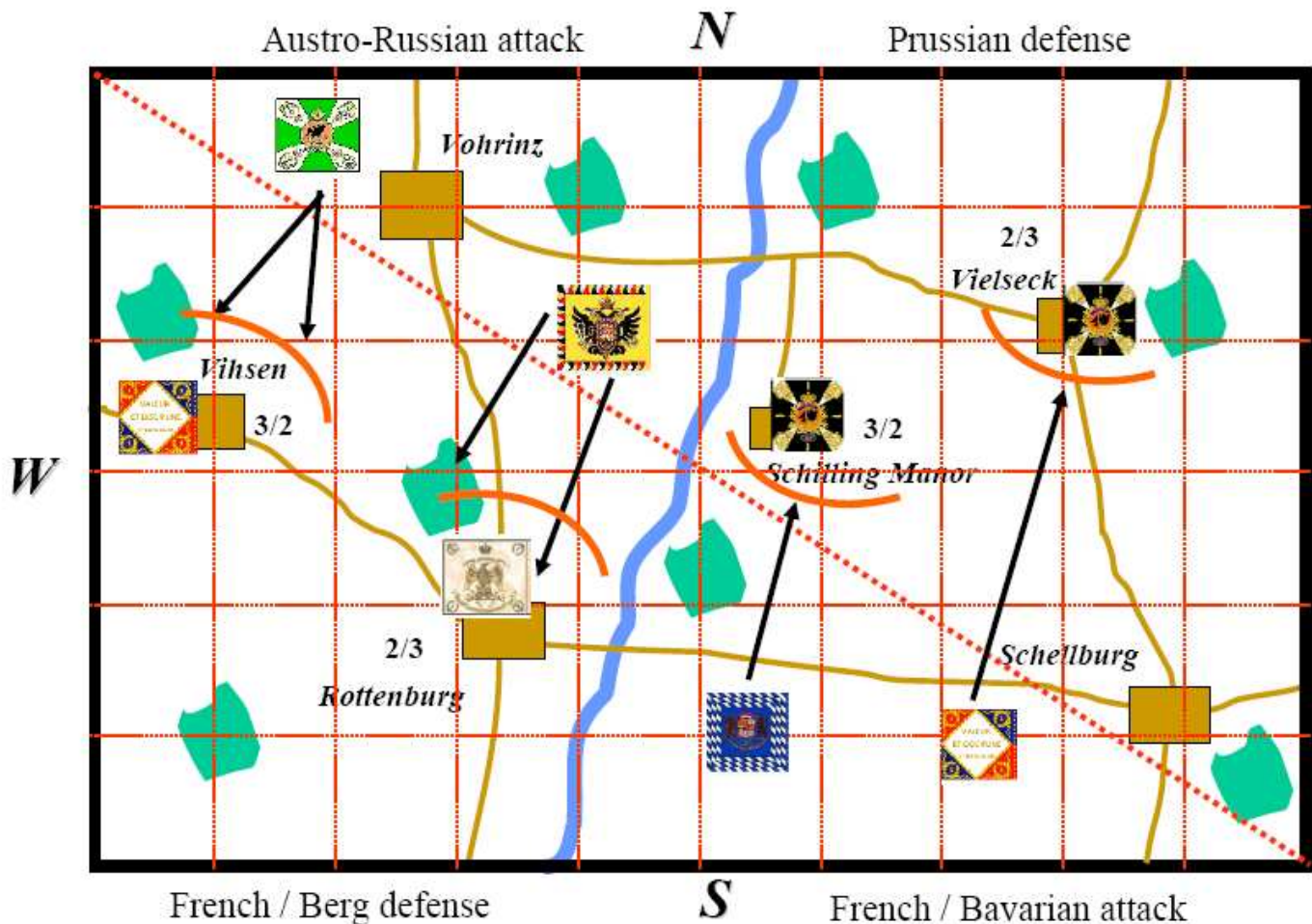
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[Picture #8 & #9: French defense of the village of Rottenburg]

The game objectives were based on "terrain victory points" as depicted on the map (see map 2 below). The first number represents points allocated for holding that key terrain; the second number represents points for taking the terrain. Thus if the French hold Vihsen they would receive 3 victory points, if the Russians capture the town they would get 2 victory points. Also factored into the victory point totals were eliminated units. For each eliminated enemy unit (infantry regiment, cavalry regiment or artillery battery) your side received one victory point.

#### MAP #2:







The allies placed the Prussians on the defensive on the east side of the river; they placed their stronger divisions (Russian and Austrian) in attack positions on the west side. The French players divided their stronger French divisions with one per side of the river, giving themselves a balanced attack and defense.



[Picture #10 & #11: French attack columns moving towards Vielseck, Also from the Prussian view]

The French commander read his orders and interpreted the need to hold open the Vihsen road as a major requirement; therefore, he allocated one of his French divisions to hold Vihsen and the road to the west. He placed his weak Berg division to hold Rottenburg, and allocated his potential reserve to enter the board south of Rottenburg. His Bavarians were ordered to attack and capture the Shilling Manor. His other French division and his Corps troops were ordered to attack and capture Vielseck.

On the Allied side the commander positioned his Russians to assault and take Vihsen, while his Austrian advance guard was attacking Rottenburg. He allocated his reserves to enter the board on the road north of Vohrinz. This forced the lone Prussian division to hold the east side of the board without support.



[Picture #12: Russian attack on Vihsen]



[Picture #13: French defense of Vihsen]





[Picture #14: French defense of Vihsen another view]



[Picture #15: Russian attack on Vihsen another view]

The Austrians and Russians made good progress on their attack, although the woods north of Vihsen slowed the Russians down. The Bergrs were mauled and decisively defeated north of Rottenburg and began falling back by turn 3. The Russian advance on Vihsen was slowed by stubborn French resistance, the woods and town of Vihsen became a key battleground for the allied and French left flank. By a masterstroke of leadership (and good dice rolling) the French Grenadier divisional reserve entered the board on turn #1 south of Rottenburg, thus backstopping the crumbling Bergrs. As the battle progressed the allied army also had a timely arrival of its Russian Grenadier Division on turn #3 north of Vohrinz. The combined weight of the Russians pushed the French out of the woods and town of Vihsen, thus capturing that key terrain for the allies. The French reserve now fully committed to Rottenburg eventually halted the Austrian advance, thus saving the western side of the Vielseck River.



[Picture #16: Prussian defense of the Shilling Manor]



[Picture #17: Bavarian attack on the Shilling Manor]

On the east bank of the river the Prussians found themselves hard pressed from turn #1 onward. The Bavarians began the attack immediately on the Schilling Manor. The French formed a grand battery just to the south of the manor and began a murderous shelling of the Prussians. The French division formed a L'Ordre Mixte formation (French attack columns) and marched towards Vielseck. The Prussians attempted to halt the assault columns by throwing their cavalry reserve at the advance; however the French Corps cavalry along with the infantry forming square brushed them aside. The Schilling Manor held off the Bavarian assault, but the town of Vielseck fell to the advancing French.





[Picture #18: French hold the village of Rottenburg]

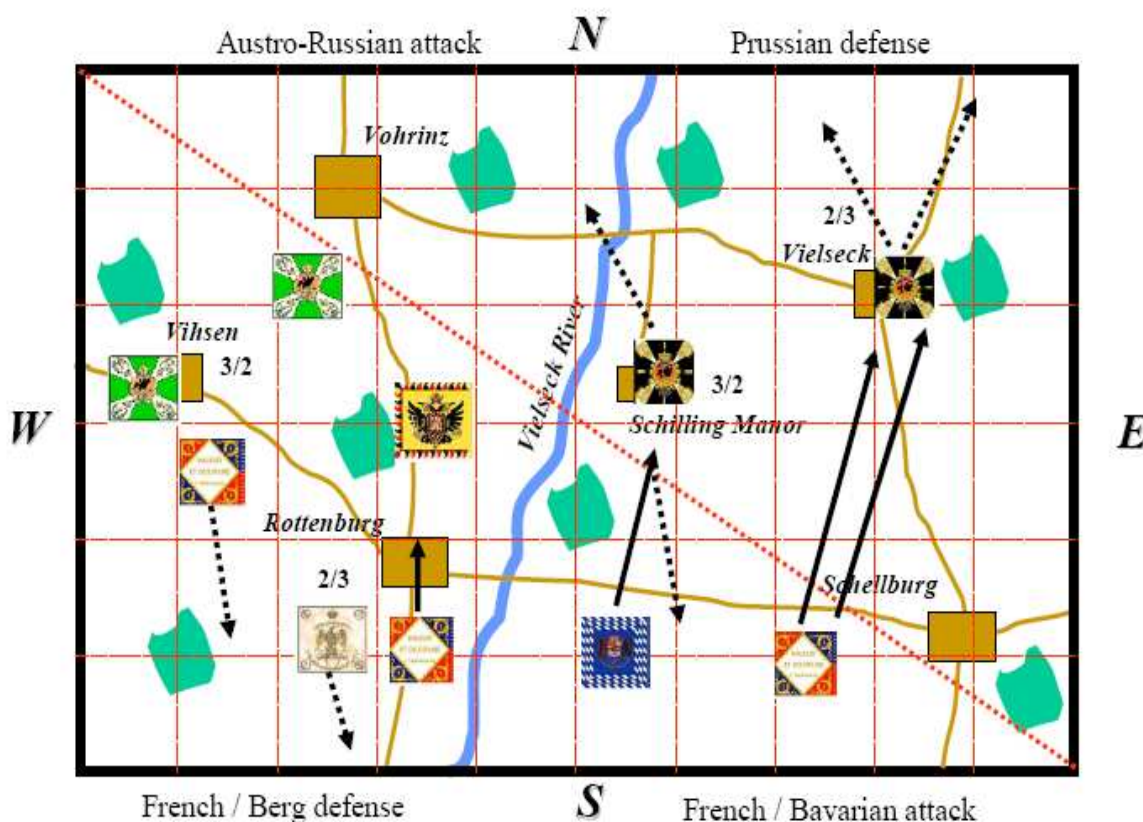


[Picture #19: French assaulting and capturing the village of Vielseck]

The battle ended with the French in possession of Vielseck and Rottenburg, the allies holding Vihsen and the Shilling Manor. With the French threatening their flank, the Prussians were forced to retire from the manor and pull back to the west side of the river.

### MAP #3:

## Game Conclusion







Although the French held the majority of the key terrain they also suffered the greatest losses. The Berg division was defeated (75% casualties) and the French western division was badly beaten (50%). The Bavarians had also suffered approximately 50% casualties. On the allied side the Prussians had been defeated (75%), but the Russians and Austrians retained most of their combat power.



[Picture #20 & #21: View of the battlefield looking from the east and from the west]

The battle was declared a minor French victory (based on holding key terrain), but they had suffered irreplaceable losses. The French Corps was forced to give up the field and retire, hoping to rebuild its strength and gather reserves for the upcoming battles.

The game was played during NOVAG Game Day, 2 June 2007, at the Chantilly VA GamesParlor on a 5' x 10' table. It started around 11am and wrapped up after 8 turns around 4pm. A total of six gamers and the GM participated. All figures are 15mm Old Glory Napoleonics, painted by the GM Charlie Torok. The rules used are a "home brew" designed and written by Rob Gravener and Charlie Torok.

For more info on this game and other 15mm Napoleonic games / scenarios used by the GM write to Charlie Torok at: [charles.torok@us.army.mil](mailto:charles.torok@us.army.mil).





## ODDZIAL OSMY

Our new releases in 1/600th scale

From Marcin Kaźmierczak <marcin2501@wp.pl>

### 1:600 Modern

SA-643 BRDM1 Snapper - version armed with AT missiles



SA-644 Mi-2 - light utility helicopter



SA-645 Su-17/22M4 - Soviet fighter-bomber with variable geometry wings



US-638 F-16A - mainstay of US and many NATO fighter forces



### 1:600 WWII

WWH-633 PzKpfw IVE - version with add-on armour




WBR-608 Infantry - British Tommies, standing and prone figures

WBR-609 HMGs and mortars - Vickers MGs and 3in mortars







  
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## US MARINE CORPS MUSEUM

OOH-RAH AND WELCOME!

“Ooh-rah” is an all-purpose spirited expression used by Marines when greeting one another. And we welcome you to this web site and to the National Museum of the Marine Corps with that same enthusiasm. The Museum opened on 10 November 2006, in time to celebrate 231 years of United States Marine Corps history. We invite you to follow in the footsteps of Marines: from the yellow footprints that young recruits must fill at boot camp to the boot prints left in the sand of Pacific Island beaches during World War II, in the snow of the Chosin Reservoir during the Korean War, and on Hill 881 South in Vietnam.



photo by Benjamin Kristy

In addition to the central Leatherneck Gallery, you will discover four permanent galleries and two temporary exhibitions on the first deck. On the mezzanine, check for traveling exhibitions after you get up front and personal with the Harrier, Jenny, and Corsairs.

I am especially proud of the photo exhibit in the Global War on Terrorism gallery. Make sure you check it out when you visit.

Museums are all about collecting objects and preserving them forever, and museums use those objects to tell stories. But there is a story told at the National Museum of the Marine Corps that is even more important than the tales told by the tanks, aircraft, landing craft, weapons, and uniforms you find here. It is the all-pervasive message that it takes “every Marine” to accomplish mission.

Please use this web site to help plan your trip to the Museum and to learn more about the artifacts and exhibits you may have seen during your recent visit. Come again many times, since we will be adding new features and more information about the collections in the months to come.

We look forward to your comments about the Museum and about this web site. Don’t hesitate to call or write. Museums are never “done!”

Lin Ezell  
Museum Director  
<http://www.usmcmuseum.org/>

*Editors note: We are lucky to have such history in our area and I highly suggest everyone to make a day and visit this great looking museum.*





# Historicon 2007

by Chris Scott, photography by Richard Ellis

At Salute, Don Featherstone said, "This is great, but you really should see Historicon!" So the Miniature Wargames Team of Editor Iain Dickie, Photographer Richard Ellis, Financial Advisor Phil Nickson, and Contributor Chris Scott flew into Baltimore, hired a car and went to Lancaster PA. to see if the world's best was all it was cracked up to be.

The man is right! Historicon was an experience which we'd advise everyone to sample. Salute has visitors from Europe but Historicon attracts from all over the world – we met Miniature Wargames readers from Australia, New Zealand, Spain, Italy and Germany, and the distances Americans drive are staggering; Lancaster is virtually on the east coast yet there were gamers from Seattle and Los Angeles! They may only get just over 3,000 compared to Salute's basic 5,000 but they have pulling power! We fully recommend every British and European wargamer to cost flights and start saving – it's well worth it.

Historicon is run by the Historical Miniature Gaming Society (Eastern Chapter) and is managed by Convention Director, the infamous Charles II of re-enactment and human dynamo, Bob

Giglio and a huge team of volunteer committee members and coordinators, all under the watchful eye of President Peter Panzeri. Between them they provide every kind of wargaming service for those who make the trip. Historicon is different. UK Conventions are primarily Trade Fairs but Historicon has several aims, all are important and Bob balances them to make a successful show. There was historical information, including lectures from guests of honour, such as Ian Knight, and plenty of intellectual stimulation from directed event-based games. There was business for those who supply figures, terrain, rules and all the growing ranges of wargaming impedimenta, and the chance to introduce people to the hobby, creating interest and new devotees. However, the biggest concern was to provide every visiting gamer with opportunities to play games in the best possible atmosphere. Historicon gives everyone a 'quality experience'.

US gamers stay at conventions for two or three days, so the venue was a luxury hotel off a main highway – nobody got lost in a city one-way system or searched for parking – it was plentiful and free. The Lancaster Host Resort provided superb amenities including

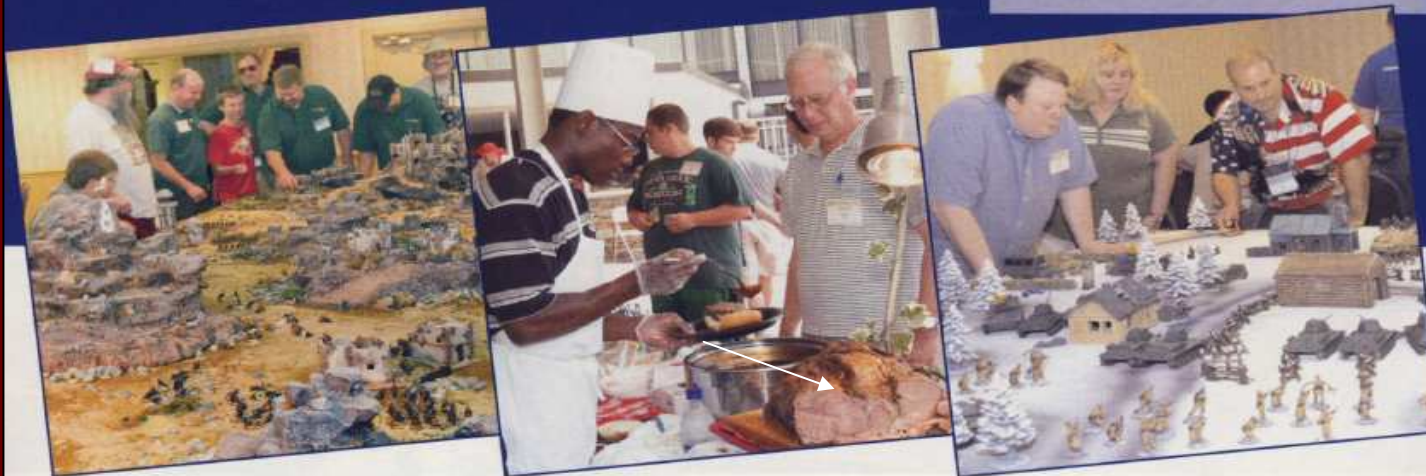
*Below: A view from the gallery of just part of the extensive exhibitors/traders arena. Professionally displayed and easy to see wares which seemed to fly off the stands.*







## SHOW REPORT



a golf course, riding stable, outdoor cinema and a swimming pool which was open to gamers and their families. Attendees were treated as 'delegates' and were encouraged to pick and mix activities to create the type of weekend they wanted from a huge catalogue of things to see and do. The main thrust of activities was participation games created, built and run by hardworking 'gamesmasters'. I think I visited two sports-hall, three school-hall and one theatre-sized organised playing areas, which boasted over 700 games over the three days, plus additional large function rooms full of bookable tables for setting up and playing personal games as well as a tournament. US gamers commit to the whole thing and buy into a social gathering of like-minded souls where they meet old friends and new faces, play games, eat well, peruse trade stands and drink and chat in a bar until the early hours - when some start gaming again! We arrived at 10.00pm on Thursday and the place was crowded with people playing. Ironically the first person we saw was Dave Lanchester from the Lance & Longbow Society, quickly followed by Martin Goddard of Peter Pig! Being run in luxury hotels with well-negotiated room prices (really cheap if several share a room) these stateside events are sociable, affable and enjoyable. If British hotels would charge by the room and reduce their profit margins I'm sure we'd all use them a lot more.

The large participation show games were excellent. They were well researched and easy to comprehend. Duke Seifried's Northwest Frontier Journal game exemplified this par excellence

*Above left: An enthralling game and a real piece of eye-candy from John Spiess of Trench Wars, assisted by Jim Stanton and Frank Luberti. Beautifully painted colonials fought across carefully crafted outcrops as a relief column tried to relieve a hard-pressed mountain fortress garrison during a 'NW Frontier Uprising'.*

*Above centre: The caterers couldn't do enough to please, and sliced beef to order just as thick as you wanted it. The tasty real-beef burgers were quadruple the size of ours for a fraction of the price. This was no captive-audience rip-off, just service above profit.*

*Above right: The irrepressible John Mitchell with his Little Saturn/Stalingrad game. Aided by Micheal & Amy Bowker and Tommy & Thomas Thomas (sic) they presented a great fun 54m WWII encounter complete with TSSD figures, Forces of Valor tanks and ready-snowed Christmas decoration trees. Nice shirt John!*

and will be featured in a future edition of Miniature Wargames. Somebody was always on hand to narrate the scenario and the assistant umpires all took the trouble to explain what was going on and what they were trying to do - the focus was on the spectator - or rather participator, as host players sought opinions, shared decision-making and frequently handed over command. The 'new' generals were entrusted with the whole experience not given 'do-this-and-you'll-have-him' advice but allowed to play for themselves; and he, or she, was also trusted with beautifully painted figures to



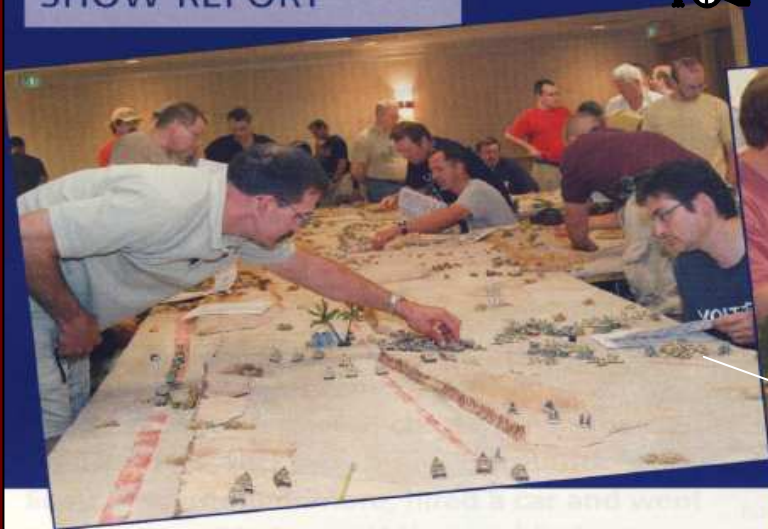
*Above: The Historicon Miniature Wargames Team: Richard Ellis, Chris Scott, sartorial editor Iain Dickie and Phil Nickson - all proudly flying the flag in the lobby of the Lancaster Host Resort Hotel.*



*Above: Marvin & Jennie Weever's American Revolution All Stars flexible and quick-play game featuring their new rules 'Today's Fox' and home-built scenery with TCS and woodland scenics. Also involved were Asher Lurie and Joseph Schmidt.*



## SHOW REPORT



move across quality terrain. This was true of almost every game I watched. There were also a large number of role-playing wargames in which gamesmasters set a variety of roles and military tasks that visitors could take on. They gave game time limits so you knew just what you were letting yourself in for and clear, simple rules to play by, and, what was really nice, again it was the lovingly crafted terrain and beautifully painted figures. Ex-pat Howard Whitehouse staged an imaginative Colonial skirmish game which attracted a large following and audience, especially as the players were encouraged to enter into the spirit of the game with insults and threats appropriate to native warriors or British officers - one player told he was out of revolver bullets fast-bowled his piece at an onrushing tribesman and knocked him senseless with a cry of "Howzat!" The array of photographs taken by Richard Ellis should convey the variety of scenarios and high standard of terrain and figures on display. It was a figurefest!

We could learn a lot from the Americans. Not only did they have a fully welcoming atmosphere, taking the time to meet and greet all arrivals, but there was also something very pleasing about their gratitude to those who set this hobby rolling. We were honoured to be invited to attend not only the Celebration Reception for the HMGS 25th Birthday but also the prestigious Jack

Scrubby Dinner & Ceremony when Scott Bowden was presented with the coveted Scrubby Prize for his long years of service to wargaming; more about those events in another article. In the halls we were struck by the height of various terrain features and the imaginative use of sculpted, sand-pasted and dry-brushed foamboard. The 'height thing' is beginning in the UK and it dramatically enhances the spectacle of a game - a thirty foot Wild West terrain impressively featured craggy mountains, river-filled canyons and rolling deserts. There was also clever off-setting of tables in unusual shapes to create flexible playing zones and I was taken by removable castle, tomb or hobbitville layers being shifted to side tables - a sort of post-D&D idea? Although Historicon had a colonial theme this year, there was a surprisingly high proportion of WWII games and movies being a strong influence. There was plenty of Sci-Fi and Battletechs, but I didn't see one '300' Spartan game. In fact when I asked about the lack of Ancients I was pointed to an AWI game! I however, did find a rather strange 'Bannockburn' and John McBride's massive inter-Celtic tribal bash.

The Bring & Buy was interesting. It ran in timed sessions and prospective sellers hired tables, displayed and sold their own stuff (much like The Tabletop Sale in Bristol). You don't have your stuff dumped at the back or rough handled when you present it. Prices

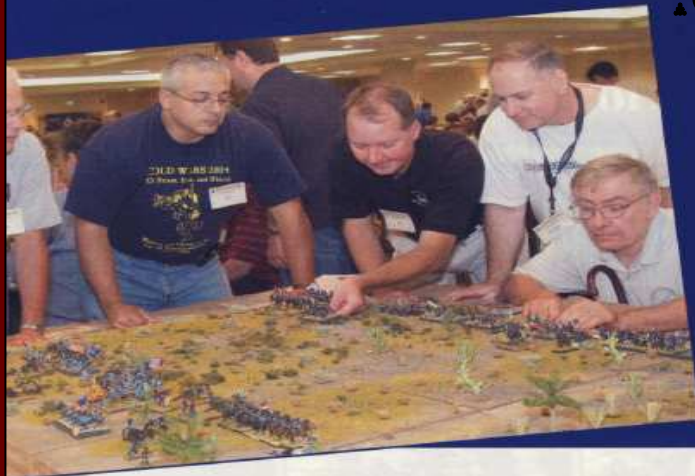


Above: Al Gaspar's 15m 'First Manassas' - a fascinating 'what if' scenario to play test situations and historical probability. Topographical studies produced sculpted foamboard decorated with woodland scenics and scratch-built latex buildings, and the range of figures included Old Glory, Essex and Battle Honours. Al was helped to present players with tactical choices by Jamie Prenatt, Jeff Kimmel and Dave Reiners.



Above: John McBride's 'Mount Baden' fighting to his own Pride of Lions rules and using Romano-British line from Splintered Light Miniatures and Usborne paper buildings. Fast flowing and simple rules with dramatic results for an entertaining game.





*Far left: Frank Chadwick and Glenn Kidd masterminded 'Desert Generals', a dramatic winner of one of the best terrain session awards. Mike Murphy helped paint the figures and create the interesting mixture of painted felt, foamboard and cat litter scenery.*

*Centre: You've seen them in the toy shops and often wondered... well yes, they do make spectacular 75mm wargames armies.*

*Left: Bill Moreno's US/Mexican 1846 'Arista en el Norte', one of the first two engagements of the war; the terrain features clever use of different species of broom frond. A colourful and unusual conflict for British wargamers; well worth investigating.*

ranged from excellent, painted & based GW foot figs at \$6 (£3) to \$1.25 (75p) for reasonable paint-job Hinchcliffe cavalry. But they were only starting prices and 'arab trading' (haggling) was both expected and actively encouraged. Lead in the suitcase is a bit of an airline no-no but even I couldn't resist 5 Foundry unpainted Mutiny riders and 8 horses for \$4 (£2)! Then there were the New Design Republican Romans at 50c (25p) each, plus several US-make 25c (13p) oddments out of what they call the 'melt-down box'. Despite an active B&B, the traders in a hall about half the size of Salute 07 did roaring business. I know one went home with a profit of over \$15,000 and I witnessed one guy hand over a thick wad of Benjamins! I think new friends Gary & Carolyn Webb of Castaway Arts of Australia paid for their trip while old re-enactment friends Jeff and Monica Hobbs who co-ordinated the Exhibitors Hall, both seemed very happy at the end of the show. Phil Nickson bought some of their 'injury dice' which are a must for skirmish players. But what an array of goodies were on offer: with wide ranges of figures, vehicles, ships, and aircraft of all periods and scales imaginable; terrain features as well as buildings, bridges, walls, books and pictures. Precision Products' 3D plastic veneer sheets for foamcard buildings caught Iain's eye, as did the ranges of other merchandising, such as mugs and badges, brushes & paints, CDs,

DVDs, movie posters, and T shirts. It was wargamers' heaven. Look out for my review of The Miniature Building Authority for some specific details of one exceptional manufacturer.

Historicon also put British catering to shame. Although the beer sucks, the hotel provided a reasonably priced restaurant and had refreshment outlets throughout the complex. Some specialized in pizza, others hot dogs, or plentiful chicken wraps or chilli burritos, and there was roast beef carvery or prime steak burgers on the terrace and suckling pig or roasted chicken in the lobby. Crispy chips, corn-bread rolls and colourful salads and ranges of chutneys & dressings come free; so does iced water in every room. So many outlets meant no queuing and freshly prepared meals. Quality standards were exceptional and cleaners constantly patrolled making sure eating spaces were clean and pleasant. Next time you get offered rubbish for exorbitant prices and nowhere to sit, just think before accepting it.

Was it better than Salute? They're just too different to make any meaningful judgment. We loved it, want to go back and would love to see an even bigger British contingent out there too. Perhaps then the best elements of our two very different styles could fuse to create something really spectacular! Now, I wonder if I can get to Antwerp or Milan to see what they do there?

*Right: Duke Siegfried in the centre of his amazing three-table NorthWest Frontier Journal.*



*I received this article from Pete Panzi, ed FYI ALL; this attached MW Article. Glowing reviews for HMGS East Historicon 2007 in a 4-page color spread. Plus another two articles later on the Scruby/GM Awards and Duke Seifried's Theme event at Historicon.*

**Issue 45 of Miniature Wargames magazine; Copyright 2007**

MINIATURE  
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45





## ODDZIAL OSMY

1:600 miniatures

by Marcin Kazmierczak

Here is a list:

### 1:600 Moderns

US-636 UH-60A Black Hawk (8 pieces) - current standard US transport helicopter



US-637 CH-47 Chinook (6 pieces) - heavy, two-rotor transport helicopter

### 1:600 WWII

WBR-603 Fairey Battle (8 pieces) - standard British light bomber in late 30s



WBR-605 A9 (15 pieces) - first cruiser tank, equipped with two small MG turrets

WBR-606 A10 (15 pieces) - upgraded version of A9, with MG turrets removed



WBR-604 Mk VIB (15 pieces) - light recon tank armed with Vickers MG

WWH-632 Sdkfz 10/4 (15 pieces) - self-propelled flak, armed with 2cm cannon

WBR-607 A13 (15 pieces) - cruiser tank with Christie suspension

### 15mm Medieval

ML-03 Lithuanian light cavalry 1410 (15 pieces) - horse archers and light armoured troops

This month we are releasing (among others) two modern jets in 1:600th scale - F-16A and Su-17/22M4 Fitter.

Best wishes

Marcin Kazmierczak

**marcin2501@wp.pl**

"Oddzial Osmy"





# ***SIEGE OF AUGUSTA XVII***

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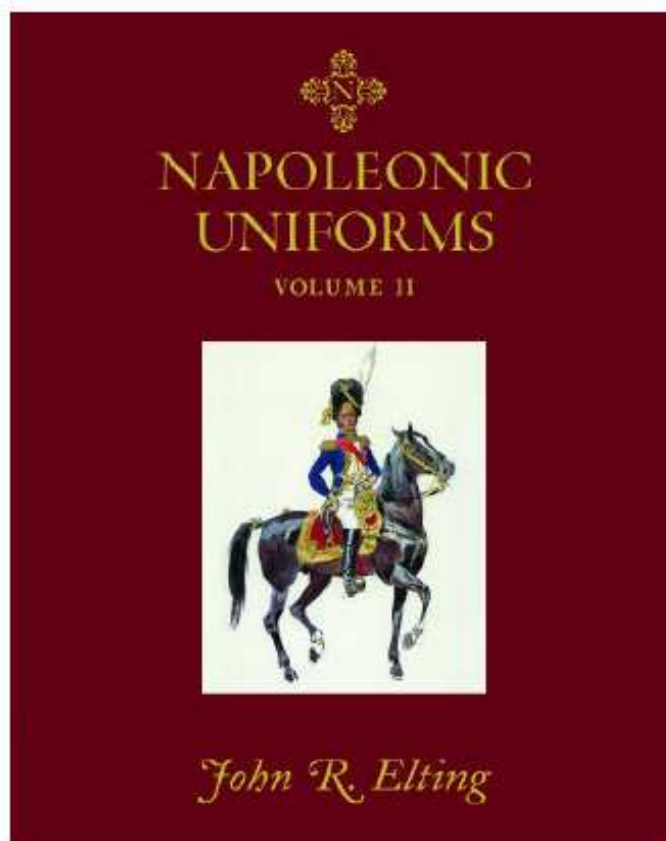
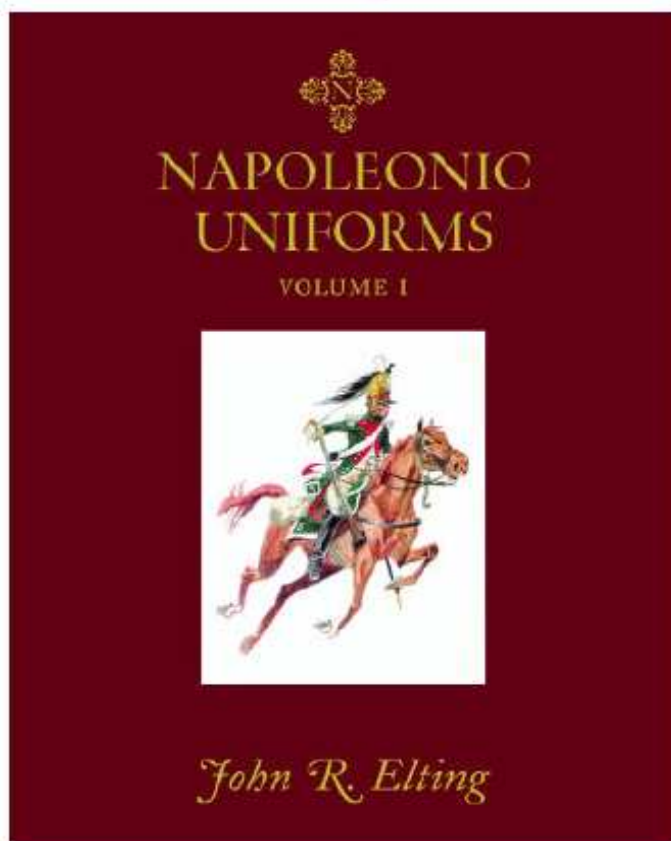


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# NAPOLEONIC UNIFORMS

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Colonel John R. Eiting - Artwork by Herbert Knötel  
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In 1993 The Macmillan Publishing Company set the Napoleonic enthusiast community alight when it produced the major two volume work, Napoleonic Uniforms by John R. Eiting, featuring the superb works of the famous illustrator Herbert Knötel. Now, in an unprecedented transatlantic co-operation, Greenhill Books in London and Casemate Publishing in the USA are together bringing these books back into print after some 14 years.

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Pagination and an index have been added, significantly enhancing its reference value.

Napoleonic Uniforms is the only reference work of its kind to depict accurately the entire Grande Armée in detail. It portrays the French armies as seen by their contemporaries, and combines authoritative text with lavish illustrations, enabling the reader to experience the spectacle first hand.

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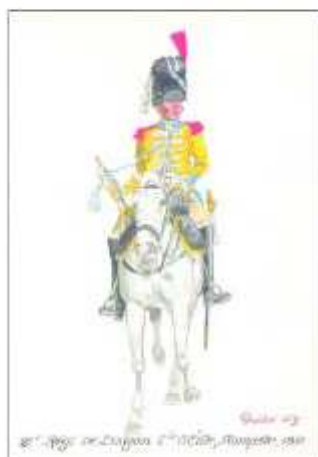
Nine hundred and eighteen original watercolors by Herbert Knötel, an internationally acclaimed authority on military uniforms, with a special talent for depicting men and horses in action, bring the nineteenth-century French soldier to life.

Together with the late Colonel John R. Eiting's definitive captions, they preserve a significant aspect of this famous era for historians, researchers, teachers, students, model makers, "uniformologists", and the general reader interested in this historical period.

### A review of the 1993 printing from *Library Journal*

*This unique work illustrates French military costumes from the 1780s to 1830: Infantry, cavalry, engineers, musicians, cadets, aviators (in a balloon corps!), fencing masters, Swiss Guards (and other foreign units under French command), and many other categories. All ranks are shown, as are the distinctive uniforms of many different regiments. Eiting, a military historian, supplies informative comments on each plate. The nearly 2000 watercolors were painted for him by Knötel (d. 1963), a German authority on military costume whose father Richard (d. 1914) was in his time the world's leading expert in the field. The younger Knötel's Handbuch der Uniformkunde (Hamburg: Schulz, 1937; 7th ed.) is a classic but does not compare in beauty with the present work. . . . It is indispensable to anyone seriously interested in the subject.*

Margarete Gross, Chicago Public Libraries.







## Colonel John R. Elting



John Robert Elting was a soldier for thirty-five years (1933-1968), with a couple of civilian interludes as a high school instructor. His first commission had been from the Reserve Officer Training Corps at Stanford University in 1932.

He combined this with summer duty in Company H (machine-guns), 163rd Infantry Regiment, Montana National Guard, and then as an officer in the Civilian Conservation Corps. In 1940 he

became an ROTC instructor at Oregon State College. From then on he was continually in service until 1947 (71st Armored Field Artillery Battalion, the Tactics Department of the Armored School at Fort Knox, Combat Command B of the 8th Armored Division in the Rhineland, Ardennes, Alsace, and Central Europe campaigns, 24th Field Artillery Battalion of the Philippine Scouts). In 1948 he was recalled, after a short civilian interlude as a teacher, and was assigned to the Armed Forces Information School and, from there, to the Military Academy, West Point.

In 1954 John Elting's turn for overseas duty came up and he was posted to the J-2 (Intelligence) Division of the Far East Command, returning to West Point in 1957. There he began researching and writing *A Military History and Atlas of the Napoleonic Wars*, with Colonel Esposito acting as overall editor and advisor. Between 1965 and 1968, Colonel Elting served as G-2 of the Washington Military District, before retiring in 1968.

After his retirement, he turned his attention to writing and research (in his own modest words, he 'tried to be a historian'). He was a military consultant to Time-Life Books for the World War II, Civil War, and Third Reich series. He was also the author, co-author or editor of sixteen books, including *The Battles of Saratoga*, *American Army Life*, *A Dictionary of Soldier Talk*, *Swords Around a Throne* and the four volumes of *Napoleonic Uniforms*. He took particular delight in the history of Napoleon's Army and the French emperor's campaigns and in the study of the American Revolution, but was a considerable authority on all aspects of military history. His knowledge was deep, and he gave generously of it, and for many he served as an inspiration. After a short illness, he passed away suddenly, seated at his desk in his study, at home, on Thursday 25 May, 2000.



## NAPOLÉONIC UNIFORMS



John R. Elting

## NAPOLÉONIC UNIFORMS



John R. Elting

## Herbert Knötel

Herbert Knötel was the mid-twentieth century's acknowledged master painter of military costume. Herbert Knötel assisted his father, Richard, in the preparation of the latter's famous *Grosse Uniformkunde*, a series of 1,060 colored plates with accompanying texts, covering the armies of most of the civilized world from the seventeenth century until 1914.

In 1914 he served as a squad leader and being wounded during the Tannenberg campaign. Subsequently commissioned, he fought through World War I as a cavalry officer on the eastern front, learning the true aspect of fighting men of many nations. Ever afterwards he could give his paintings a realistic edge of dust, sweat, mud, sun glare, and danger, and depict horses and horsemen with a skill few other military artists possessed.

Through the years between the two world wars he carried forward and expanded his father's work, updating and enlarging his 1896 *Handbuch der Uniformkunde*, extending the *Grosse Uniformkunde* series, producing the well-known *Deutsche Uniformen* cigarette card books, and taking an important part in the management of the Berlin Zeughaus Museum.

His reference library survived British and American bombing raids on Berlin, only to be destroyed by Russian artillery fire during the Battle of Berlin. Cramming his most valuable books into suitcases, he and his wife managed to escape. Afterward, his publishing career shattered, he slowly built up a new career as an artist.

Knötel's work has certain noticeable characteristics. A watercolorist must have a sure hand and work quickly. His paper must be kept moist; he cannot paint over any portion of his work without blurring its colors. Essential details, such as buttons, must be added later with acrylic paint. Knötel's method was to make a pencil sketch of the figure he was about to paint (traces of such preliminary outlines show on several of these plates) and then paint over it. He had two distinct styles—one a careful documentary presentation, the other almost impressionistic. With both, however, there practically always is evidence of his mastery: look at his figures—especially their faces—through a magnifying glass.

Soldiers of every nation took shape under his skilled fingers. They were not elegant fashion plates, drawn merely to illustrate some uniform regulation of years gone by. Instead, they were a soldier's soldiers: infantrymen who knew the dragging weight of heavy packs and empty bellies; fussy, officious administrative officers; cavalymen with eyes alert for the first flicker of hostile movement; gay, gaudy, galloping aides-de-camp.



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## SCENARIO DESIGN

by Bob Mackenzie

From his webpage at [http://homepage.ntlworld.com/bob\\_mackenzie/index.html](http://homepage.ntlworld.com/bob_mackenzie/index.html)

These are my thoughts on designing wargames scenarios; what makes for a fun game and what does not. Some of the comments are more aimed at running a scenario rather than designing it. These notes were written with 20th century games in mind, though most of the comments should be applicable to games in other periods.

Before starting on what makes a good scenario we should talk a little about what makes a good wargame, after all the whole point of designing a scenario is to make a good game. In my opinion the following elements must be present in any fun wargame.

- Fast paced - mechanics must be streamlined

- Lots of movement

- Lots of shooting and destruction

- Historical realism

There is an obvious tension between the first three points and the last and a balance must be struck. Where the balance lays depends very much on personal taste. However I maintain that realistic does not necessarily mean slow and boring. Imaginative and elegant game mechanics should allow for a fast game that gives realistic results.

So the aim of a good scenario is to match the criterion of a good game. Let's look at the thorny issue of historical accuracy first. For a long while I was a big fan of non-historical scenarios. Non-historical scenarios have a great deal going for them:

- They will match the models you have available

- They require little or no research and are thus much quicker to set up

- The area fought over magically fits the size of your wargames table

- If you have a 1980's DDR tank division it's the only type of game you are going to get

Even when setting up non-historical scenarios I believe it is good to have some basis in historical fact, no Tigers in Poland 1939 for example; 1940 desert Brits are generally better quality than the opposing Italians. There are good reasons for this: players can make reasonable assumptions about the game and plan accordingly. While surprises are sometimes fun, no one likes having the rug pulled from under them all the time.

Currently I'm working on historical scenarios. Experience shows that players enjoy them more than the fictional scenarios. They enjoy having a historical prototype to measure their achievements against, which feels a great deal better than artificial victory conditions. Personally I enjoy the research: building historical scenarios is a pleasure.

I'd be flattering myself if I said that my historical scenarios were 100% accurate. Getting good information on unit strengths for both sides is often impossible; indeed getting an accurate list of both sides' forces often eludes me; so even my so called "historical" scenarios have estimates and guesswork marring their accuracy. Unfortunately the accuracy will be further reduced as others using your scenarios will not have the right kit and will make substitutions.

In short, historical scenarios are hard to do and not totally accurate when you've finished. They do give players great feeling of satisfaction but are probably only worth doing if you enjoy the research.

Next up movement: this has a huge influence on scenario design. I would argue that in games with much manoeuvre there will also be a great deal of shooting.

Frontal assaults are dull. The players have no choice but to move straight forward, and the defenders have little choice but to stand there and shoot at the attackers. There is a great deal of shooting but as everyone is often in heavy cover there isn't a great deal of destruction. Who wants to play a game where most of the tactical decisions are already made for you and the game degenerates in to a dice rolling session?





## Scenario Design

by Bob Mackenzie

For similar reasons balanced “encounter” battles are often not particularly exciting. If the objective of the game is in the centre of the table then the side moving first or the side with the fastest stuff grabs the central objective. From then on it becomes an attack defence game with the problem that the force ratio is one to one so the attacker has no chance of evicting the defender, the game is effectively won on turn two.

The other problem with “balanced” encounter games is that often no side has a significant advantage so they tend to bog down in to a boring stalemate. This is one big reason to steer away from balanced “points” battles. Unbalanced forces generally make for better games. If you are interested in “fairness” tip the victory conditions in favour of the weaker side.

A good scenario gives each player many options where to move to and how to commit his forces. Not just the attacker, the defender too must manoeuvre: mobile defence is the order of the day. Assaults can make for interesting games, but make the defender’s line intermittent, leave gaps that the attacker can exploit.

Movement is promoted in scenarios where the enemy comes from multiple directions, or in which friendly and enemy forces are intermingled. So, counter attacks on breakthroughs make for good games, as do relief attempts for cut-off troops. Terrain makes a big difference to manoeuvre. If the terrain is very open and/or has one or two dominant features then manoeuvre is restricted. Why manoeuvre when you can sit still and just shoot the enemy? Similarly too much of the same terrain is bad. Cover the entire table in trees and all parts of the table are just like any other part. Where is the incentive to move to another location? A jungle is just the same as a desert in the dark, in scenario terms. Terrain needs texture: lots of different terrain separated by small areas of open ground. Most games don’t use enough terrain: as a rough rule of thumb: more terrain is good! Not all terrain has a beneficial effect on the scenario. Marshes restrict movement as do big woods and big towns, remember movement is good and thus terrain that restricts it should be approached with caution.

The main terrain offender is the river. Forces come to a crashing halt on the banks; the defender can generally concentrate too much fire on the crossing places to allow the attacker across. Choke points do not allow for manoeuvre. If the scenario does include a river consider the following to mitigate its game-bogging tendencies.

- Lots of different crossing points
- AVLB’s
- Downgrading it as an obstacle, allowing troops to cross unaided after a certain delay
- Give the attacking side a bridgehead over the river (in a historical scenario start the game after the bridgehead has been made)

Terrain makes the game more interesting as it forces players to manoeuvre their troops. Pick battles with many small patches of different terrain that cover the entire battlefield.

While we are considering terrain let’s look at topography. Many battles were fought on hilly terrain. Hills are a complete bugger to model on the tabletop. For flexibility you need boxes and boxes of Geo-hex or Terrain Maker (and a great deal of cash). A cheaper option is to put books or carpet tiles under a green cloth, if done right it looks as good as the more expensive options. Unfortunately all systems break down when you need very hilly or mountainous terrain. The reason is that the vertical scale in most games is 1:1, the horizontal scale may be 1:1000 or even greater. This will greatly exaggerate the steepness of slopes on the tabletop. Model soldiers do not stand up well on steep slopes.

There are some “cheats” that can be used to mitigate these problems. Hills inside woods need not be modelled correctly, the woods remove all line of sight advantages that the hills give and the hull down positions are mostly useless; so hills that are covered in trees have little tactical effect. For historical battles careful reading of histories may point out which hills were tactically significant and which were not; if you can get such information only the tactically significant hills need be modelled for the wargame. Despite the cheats battles in very hilly regions are still difficult to do well.

Before we look at actually running scenarios, let’s look at the pace of the scenario. Playing speed is directly proportional to enjoyment. Much of this is in the hands of the rules you have chosen to use, however scenario design can have an effect. Special scenario specific rules can add significant flavour to a game and are well worth using. However too many special rules and players will have trouble remembering them. If they do remember them, as they are new and unfamiliar, processing them will take time. The same can be said for the less frequently used rules of the game. If



it's your first time using aircraft it's probably not a good idea to introduce the rules for naval landings at the same time. Much time can be saved at the start of the scenario if the scenario forces deployment of the players' forces in certain locations. It's then just a question of getting the troops out of the box and plonking them down on the table. The more latitude there is with deployment the more time players will stand and think about it. This is not necessarily a bad thing but in designing the scenario you do need to leave extra time available for it.

Many scenarios specify hidden deployment for the defender, or double blind movement and both are fun to play once in a while. However both have significant time overheads. Both require good maps. To get the game moving apace pre-drawn maps should be provided. In order for the maps to be useful the tabletop terrain must closely match the map; unless you are very careful, or have the facility to "test" the terrain layout before the game, this can be challenging.

Although some have said approach marches can be fun, especially where hidden deployment is used, I basically consider them a waste of precious time. Combat is what the players are generally after, so forces should be deployed just out of line of sight of each other: i.e. placed so that the first move by either side brings the forces in to line of sight and shooting can start. If you are designing a historical scenario and you wish the game to follow an historical path than close deployment is a must. This means that the deployed forces are much more likely to be fighting their historical counterparts than if "free" deployment is allowed. Once the scenario is set up you should have all the ingredients for a successful game in place. To ensure an enjoyable gaming experience there are several other things you can do the expedite play.

Players: generally everyone wants to be doing something all of the time. If they wanted to sit around doing nothing they could have spent the evening slumped in front of the TV. The best playing to idle ratio is achieved with one player each side, in such a case there is little chance of one player having to sit and watch for any great length of time. However in "assault" type games the defender may have little scope for manoeuvre and thus little to do, which is why games that force a "mobile defence" are generally more entertaining.

If you have more than one player a side the keeping everyone involved and entertained is trickier; the more players a side the trickier it becomes.

Pick the rules carefully. Sets where only one unit is moved at a time are terrible for games with more than one player a side (TAC Skirmish and Crossfire come to mind). If you have 3 players a side then only one move in three is yours you spend 66% of your time standing around. Games where "pips" are allocated by the general are not good either; it's quite possible that the tactical situation is such that the "general" won't allocate any pips to one player, who has then missed a go. For similar reasons games where you have to activate units are not necessarily suited to multi-player games. Someone has to have the rubbish troops and they are likely to sit around and do nothing. The scenario designer has to ensure everyone has a mix of good (i.e. likely to activate) troops and rubbish troops. This is not always possible, especially when running a historical battle.

Try to set up the scenario so everyone is involved straight away. It's no fun playing the reserves and waiting around for half the game. In scenarios where there are reserves don't allocate a player to their control. Give all the players a front line command and then allocate the reserves later; either to the player that controls the troops in the area the reserves are committed to or, better, to the player that has least to do: probably the one that's had all his forces shot up.

Scenarios where forces come on piecemeal are often interesting but they make bad multi-player games. It's not much fun if your unit is the last to enter the game.

One of the advantages of multi-player games is they allow the scenario designer to model some real world situations that are otherwise quite tricky to simulate. Early in WW2 many nations' tank infantry co-operation was truly awful. In a multi-player game this is easy to simulate. Give the tanks to one player and the infantry to another: don't let them talk. Historically accurate confusion should result. Similar mechanisms can be used to simulate any situation where co-operation was lacking.

Lastly when deciding how to allocate forces to players try to pair things up. In many scenarios it's fairly likely that one group of forces will be facing one group of enemy forces: try to allocate all those forces to one player each. If you can divide the battle in to "sectors" and have one player per sector, with minimum interaction between sectors, there is a greater chance of parallelism in the game. What this means is that the sectors can play at their own pace as there is little or no interaction between sectors. This should mean the game progresses faster as there should be less waiting around. Some scenarios don't fit neatly in to sectors and often players will want to attack places you didn't expect and move out of the sector. It's not a disaster the game flow will just be a little less smooth.





Once you've decided who is playing what a little preparation will help the game along. Having sheets with just the weapons data on for that game really helps the speed of the game. Many games have voluminous data books and flicking through them looking for stuff is a real chore and greatly slows the game. If you have divided the game in to sectors than make sure each sector has a quick reference sheet with the game tables on and a copy of you data sheet. For speed of play it's imperative that every player has their own tape measure and dice, plus a little pile of what ever counters the game uses.

You have everyone playing and the game is going well; how long should it last? There are two approaches: time limits and turn limits. Most games have a de-facto time limit. There is a time where everyone has to pack up and go home; the game must end. A good scenario designer takes account of this and designs the scenario to finish in the time available. However getting the timing right is challenging: it requires plenty of experience. If you are confident in your ability to predict timing then hard-wire it in to the scenario e.g. "you must attain all you objectives by 10:30 or you loose". This prevents the game ending in a draw if time runs out and neither side has achieved their objectives. Draws are less than satisfactory, by putting a time limit on the game's victory conditions there is no possibility of a draw.

Time limits are better for fictional scenarios; they work less well for historical scenarios: after all Von Manstein didn't care that your club is chucked out of the church hall at 10:30. Turn limits are suitable for historical and fictional scenarios but must be used with caution. Historical scenarios have built-in turn limits, at a certain time, usually nightfall, the battle ends; this could be said to be true of fictional games too. Many scenario designers swear by turn limits; they force players to act aggressively if they want to achieve their objectives in the allotted time. A time limit also generates a sense of urgency and thus increases excitement. I personally find it very difficult to get turn limits right. To be exciting you have to pare the timings so the players only just have the time they need. If you make the turn limit too short then victory will be impossible and nobody likes to try the impossible. If you make the limit too long there is no sense of urgency.

Another reason to be wary of turn limits, and to a lesser extent time limits, is that they favour a certain type of play. Not all players are capable of the fast aggressive play required. Some much prefer the methodical approach and don't enjoy the out of control rushed feeling that turn limits sometime generate. Aggressive, fast playing players can play as they wish whether there is a turn limit or not. Methodical players require plenty of time in which to use there preferred tactics which means a more lax turn limit, or removing it all together. The line between methodical players and dithering, indecisive airheads is difficult to draw; some players need a kick up the backside to get them moving. You may need to modify the turn limits on a game to accommodate the way your gaming buddies play.

A word of warning about turn limits: many rule sets have no idea what can be performed in a given amount of time. For most sets if you run a historical scenario with the turn length suggested in the rule book you'll find the game is over long before its historical counterpart was. The best set for timings in Kampfgruppe Commander which at one turn an hour is spot on. FFT & WPD are about right at 20 minutes a turn for movement, but there's too much firing allowed in that time, about 45 minutes a turn seems to "feel" right. Command Decision may be about right with the "infantry" time scale of one turn equals half an hour but as lethality is similar to FFT I'd guess 45 minutes was nearer the mark. Other rules sets I'm not as familiar with so I can't comment. So after you've spent all this time setting up the game, had a great time playing but who won? Win or lose the objective is to keep everyone involved, if everyone enjoyed the game then who won is in some sense irrelevant. However most players like to know how they did so measuring who is the victor is important.

For historical games this is easier than fictional ones. In an historical scenario you can compare how you did to how you historical brethren did. If you achieved a better result it's a victory, if not it's a loss. However even historical games need victory conditions and objectives; they focus the players' mind on how they are going to play the battle.

In general simple objectives are better than complex victory conditions, though too simple is often not a good idea. Complex victory conditions require detailed analysis. Detailed analysis requires time and aptitude. If you have the time available then allowing some time for planning is a good idea, but this is time not sent shifting lead and rolling dice. The proclivities of players vary, some will enjoy planning and some would rather get stuck in straight away. Generally I find the planners quite enjoy getting stuck in too so I tend to design scenarios with simple victory conditions as this keeps most of the people happy most of the time. Enjoyment aside many people just don't have the analytical skills, or just can't be bothered, with the detailed planning.

If you have complex victory conditions and the players haven't analysed them properly they may think they have done really well until the end of the game when they find out they've lost, in such cases most players feel cheated and let down, which is not the way to end a game on a high point.



## Scenario Design

by Bob Mackenzie

The classical victory condition is to hold some tactically important piece of terrain. However one piece of terrain is probably too little. For example if you make a small town the objective all the opposing forces may well be sucked in to a tight battle around the town. Both sides will bog down and the game will become a slogging match with no maneuver; which is the type of game we are trying to avoid. It is generally better to have several widely spaced points as objectives; this requires that both sides make difficult decisions about how and where they are going to concentrate their forces.

Using a single piece of terrain as the objective will work if the piece of terrain is big enough. The most common example is capture the road. Once a road is captured it's sheer length makes its difficult to defend in its entirety, leaving it vulnerable to counter attacks if the defender can maneuver successfully; this should lead to a nice battle of movement. A long ridge line or strung out Russian village would work equally as well.

Other common victory conditions are kill-them-all and get-the-troops-off. Most games have an element of kill-them-all; after all if there are no enemy troops on the board you will capture the objectives. Kill-them-all isn't the greatest victory condition. For starters it isn't historically realistic in most circumstances. Most table top games last much less than a (game time) day. Take a look at historical battles, how many are there were an entire battalion is annihilated in a day: precious few. Most games rules allow a higher kill ratio than was achieved historically so it is a possibility in game terms; the question is whether you feel comfortable with the realism? In addition historical armies' orders almost inevitably have geographical locations as objectives, annihilate the enemy is not an order it's a doctrine. The other problem will kill-them-all is it's very unfocussed. If a game has a capture the objective victory conditions, they focus the players' planning. Kill-them-all has so many different approaches available that many player's don't have any idea where to start, which leads to them having little idea what they are doing. Players without a clue play badly and games with badly playing players are often less than entertaining.

Get-the-troops-off is a much more realistic and entertaining objective. The idea being that Side A must exit X tanks at point Y to win, in effect it models a break-through or retreat battle. If done well it can produce a nail biting finish. One of its big advantages is that it has a "countdown to victory" which can significantly increase the game's tension. Unfortunately it's hard to do well. Balancing the number of units that have to exit is tricky, and certainly not for a designer that's new to the game system. If you make it too easy than the game may well end too quickly, leaving you stranded without a game after an hour. If it's too hard: no one enjoys attempting the impossible. Done well, get-the-troops-off is excellent, done poorly it can completely screw up the scenario.

The last common objective is almost never seen on its own: limit-your-casualties. It's normally seen in conjunction with other objectives. It's a perfectly realistic objective but, for similar reasons, it's as hard to balance as get-the-troops-off. It also tends to make players cautious, which is realistic but boring. Exciting games generally have aggressive play; don't-get-shot does not promote aggressive play.

Scenario design requires careful consideration of what players like to do. For the most part this is moving lead around the table and rolling dice. Scenario design should be aimed at getting all the players to do that for as much of the time as possible. Sanding around doing nothing is boring and your games should try to avoid this when ever possible; hopefully your players will thank you for it.







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*di • a • tribe* (n) – a prolonged discourse, by w.j.walton

*"They're coming to get you, Barbara..."*

You know, there are a couple hundred great role-playing games out there. *Tons* of 'em. The problem is that many gamers consider them 'dead' games – RPGs that have no future support from the publisher.

Personally, this concept has always confused me – how can a game be 'dead' if it's sitting right there on a shelf, just waiting to be cracked open and brought to life? To

me, it's sort of like calling Johnny Cash or Mozart dead *music*, or the works of Lovecraft or Poe dead *fiction*.

I'd like to put this concept to bed for good – there are no dead games, as long as there are people willing to play them. In fact, the odds are that there *are* people playing them *right this very moment* – and you're missing out on that fun! All you've got to do is grab a shovel and start digging. I've even got some suggestions for where you can start:

**STAR WARS D6** – We've now seen the *Star Wars* license go through three different roleplaying systems, and there are many devoted fans who believe that the first one, published by West End Games in the late 80s, is by far the best. It runs quick, has a vast amount of background material available for it (see the *Star Wars Adventure Journal*), and best of all, books can be found for very reasonable prices at used book stores and in the budget bins at game shops. Even better – the d20 sourcebooks published by Wizards of the Coast, with their extensive amounts of background information and lush illustrations, can be used as supplemental material with just a bit of conversion.

**MARVEL SUPER HEROES** – The classic superhero RPG, released by TSR in the mid-80s, *Marvel Super Heroes* was innovative in that it was the first RPG to use words instead of numbers to describe character abilities. The core books and supplements included scores of canon Marvel heroes for you to play. Best of all, the RPG and many supplements and magazine articles are available for legal, free download at [www.marvelrpg.net](http://www.marvelrpg.net)!

**STAR FRONTIERS** – Another TSR classic that can be had for free (legally!) on the internet, *Star Frontiers* boasts a simple RPG system, and a vibrant sci-fi world to play in. You can find downloadable copies of the game rules and supplements at [www.starfrontiers.org](http://www.starfrontiers.org) and [www.starfrontiers.com](http://www.starfrontiers.com).

**TEENAGE MUTANT NINJA TURTLES AND OTHER STRANGENESS** – Published by Palladium, the TMNT roleplaying game was great for much more than playing the reptilian heroes – it included an extensive system for creating mutated animals and giving them the skills to kick butts and take names. The supplements for the game added lots of animal races (including dinosaurs!), and new locations to explore, including other dimensions and even time travel. (Be aware that Palladium has recently renamed this RPG to *After the Bomb*, which was also a post-apocalyptic setting book for the original TMNT. If you want the newer version, look for the black cover.)

But don't stop there. Look on your gaming shelves, or in some of those boxes you've stowed in the attic or basement for RPGs you haven't played for a long time. Poke through the used game bins at your favorite gaming store or convention. Check the classic game reviews on [www.rpg.net](http://www.rpg.net) or [www.therpgsite.com](http://www.therpgsite.com) for something that sparks your interest, then see if you can dig it up on eBay.

Dust off a 'dead' game sometime soon, shoo away the silverfish, and give it another chance at life.

W.J. Walton maintains *The Escapist* ([www.theescapist.com](http://www.theescapist.com)), a website devoted to role-playing game advocacy.





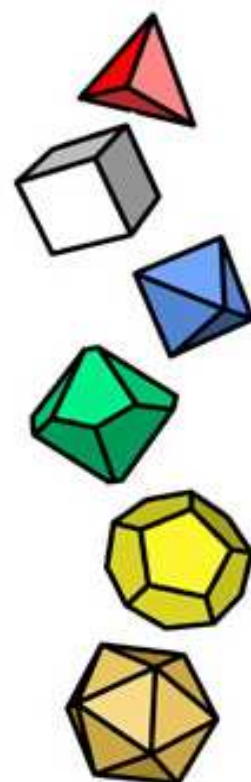


In a perfect world,  
wars are fought  
with miniatures,  
arguments are settled  
with dice,  
and life  
is all of that stuff you do  
when you're not gaming.

The world is **not** perfect.  
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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



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## DRAGON TRIVIA QUIZ

Answers from Issue 58

By Jay Mischo

Our last issue of The Gamers Closet had a few questions posted by Jay for those of you who were role-playing back in the days of late 70's and early 80's using TSR's Dungeons and Dragons. If you have not read the quiz stop right here and go back to issue 58 and try to answer the questions in the quiz. It was our way to say "goodbye" to the Dragon Magazine and its long history with the hobby

=====

### Dragon Trivia Quiz Answers

- 1) The answer is "C". Vol.I #6 was printed on the covers of both the November and December issues of 1978. The latter of course should have been Vol.I #7.
- 2) The answer is "D" all of the above. GenCon I-IX was held in Lake Geneva. The Wrigley family (Wrigley chewing gum and Wrigley stadium) had a beautiful get-away home there and Playboy also had a club here. If I recall correctly it was the only one in the state conveniently located a one hour drive from Milwaukee and just two hours from Chicago.
- 3) The correct answer is "C". Der Kriegspielers (aka Custom Cast), Heritage and Miniature Figurines all advertised in the first three issues of The Dragon with the other companies starting their ads in the December 1976 issue.
- 4) The correct answer is "B". The convention was held at the Playboy Club in Lake Geneva that year. Although the drinking age was still 18 at the time, I was only 17 when the convention was held. I collected lots of dice in my gaping jaw that con ... there was something to be said for those Bunny costumes. Talk about bug eyed and Nirvana!
- 5) The correct answer is "A". A dragon appeared on the following covers:  
Vol.I #1    Vol.2 #1    Vol.II #6    Vol.II #5    Vol.III#6  
  
Vol.III #9 (Warriors tunic) and #39 The Dragon stopped using Volume numbers after its third year of publication.
- 6) The correct answer is "B". Timothy Kask was the first editor. To my knowledge Gary Gygax never served as the editor and Dave Perren (who co-created D&D but was cut-out by Gygax) was a coauthor of the "Chainmail" rules with Gygax was also never an editor. Fritz Lieber was a game designer and gaming celeb of the era.
- 7) The correct answer is "B". For its first year the magazine was only published every other month. It became a monthly in 1978.
- 8) The correct answer is "A". Tom Wham's cartoon featured the Snits who were immediately followed by the games "Snit Smashing" (issue #10) and "Snit's Revenge" (issue #11). Tramp authored "Wormy" and J.D. authored "Fineous Fingers" both of which ran in the magazine for many years. "Dirt" by Jake was only seen in the first years' issues.
- 9) The correct answer is "D". California had 59 game masters that registered with TSR/The Dragon and New York was second with 49. Wisconsin listed only nine including two friends of mine and Illinois was third with 39.
- 10) The correct answer is "A". "Little Wars" was assimilated into "The Dragon" in issue number 22. I thought this was a great idea as it doubled the size of the magazine and I didn't have to pay for two magazines. But a friend accurately predicted that it would be the end of TSR covering historical miniatures. He was right and any articles on miniatures soon disappeared from "The Dragon". The "Strategic Review" was the forerunner to "The Dragon" and introduced the character class of the Bard. "Wargamers Digest" was a long running publication out of Madison, Wisconsin that was dedicated to miniatures (historical and fantasy) but had no affiliation with TSR.

Bonus Question: The correct answer is "True". TSR offered a "lifetime" subscription for \$60. Since it was a new magazine and as I was making state minimum wage at the time, it was beyond my reach. As soon as they realized that they were losing money on the number subscribers who had taken them up on the deal, TSR bought themselves out of the arrangement much to the chagrin of the subscribers.







## WARGAMING HOLIDAYS - Where 'B&B' means "Breakfast & Battles!"

by Hadleigh Wilks

There are many reasons why someone who plays wargames might be interested in visiting France for a vacation. They might want to visit some of the battlefields and memorials of World War Two in Normandy. They might want to visit Paris to see some of the Napoleonic relics and memorials. Or they might want to visit places such as Picardy, Artois or Flanders in the North-east, to see where soldiers were entrenched and took part in the battles of World War One.

But now there is a new facility which might attract wargame players from all over the world to visit France. Based in the Dordogne, which is part of the Aquitaine region in the South-west, is a family running Bed and Breakfast and Holiday Cottages (in French 'Chambre d'Hôtes' and 'Gîtes') – not that unusual, there are many people doing that. What makes this particular guest-house unique is that it has a custom facility – a gaming room, filled with gaming tables and scenic terrain pieces, for use by people who play wargames with miniatures. There are many different tables, representing all kinds of battle-zones (forest, desert, urban), for the vast array of backgrounds, settings and scales that wargames are played in: historical re-enactments, fantasy, sci-fi; 6mm, 15mm, 28mm and bigger!

Before I talk about why anyone might want to come to this region of France to play wargames, I'll explain a little about the people who run this facility. They are the Drake family – Helen, Keith, their Daughter Lisa, and her fiancé – myself, Hadleigh Wilks. We have been planning to move to France to run a Bed & Breakfast, Holiday Cottages and Caravan & Campsite since 2005. The idea to add Wargaming facilities in to the mix, ironically, did not come from myself – a long time player of several wargames, and former Wargaming-club organiser. The idea was suggested by my fiancée, Lisa, after I returned from a Wargaming Tournament early in 2006. Her idea was this: if Wargamers are willing to travel from one end to the country – or even from another country – to another, to stay in a B&B, and attend a tournament/event, then perhaps they could be tempted to visit our B&B in Dordogne, France and make a bit of a holiday of it..?

Being an avid wargame player myself, this idea totally grabbed me – not least of all because it would give me the opportunity to make every single terrain piece I'd ever thought about making! It also seemed a more



appealing idea than my job at the time, working as an administrator... So most of 2006 was spent preparing for a move to France, for running a B&B; and for myself, spending almost every free moment scanning eBay for bargain terrain making materials!

After a few false starts, the move to France finally went ahead in April, 2007; and following several months of decorating and painting (terrain & walls!) we are finally able to accommodate not just your typical tourist, but hobbyists looking to

**Left - 'La Grande Maison', our Bed & Breakfast guest house – the Wargaming Room is at the back!**



## WARGAMING HOLIDAYS - Where 'B&B' means "Breakfast & Battles!"

*Continued...*

enjoy their favourite pastime as well as a relaxing break in the picturesque, historical Aquitaine region of France.

So why would a wargamer want to travel to a small rural village in South-west France to enjoy their hobby, why not pop to their local gaming club night or round at their buddy's? Firstly, someone could enjoy a holiday taking many of the historical sites, beautiful countryside, enjoying a bit of French cuisine – and have the opportunity to get a few games at their leisure. Plus, with a swimming pool available to our guests, and many tourist centres such as Rouffiac Lake (with water sports, climbing and paintballing) nearby, you can bring the family and feel secure in the knowledge they're not getting bored while you're playing wargames!

If you're the sort of wargamer who mixes their hobby with an interest in military history, there is much to see in this part of France. For example, in the neighbouring Limousin Region (the border of which we are only a 10 minute drive from) there is the Richard the Lion Heart Route: villages and Chateaux that this (in)famous King fought through to put down rebelling nobles in the 12th Century, such as Pompadour (pictured) – a short 30 minute drive from where we're based. If World War Two interests you, this region of France was apparently the hot-bed of the Resistance when France was under German occupation. There were a number of significant battles between the Resistance forces and the German army in the area, such as at nearby Exideuil (30 minutes from us – it also has an impressive Chateaux!), and at Mont Gargan in the Limousin (about 90 minutes drive from us). In fact, this background is a vital asset of the history of our house: guests will be shown the place where former owners, collaborating with the Resistance, hid a British Air-serviceman in the attic of the house, whilst they were arranging his escape to Britain through Spain. All of our guests are able to see this spot for themselves!

The second, and probably most important factor that would make a wargame player visit us is our custom Gaming Room. It can fit as many as 24 players; if a group of friends or gaming club wanted a weekend break (or longer!) playing wargames and enjoying a glass of wine or two (or beer if your prefer!), then this is the ideal venue. We offer a discount for group bookings in our B&B, so the more friends you bring, the cheaper it will be for you all! All of our terrain is custom made – we've done our utmost to ensure we can accommodate any wargamer, no matter what game they play (be it historical, fantasy or sci-fi) or scale it is (6mm all the way up to 54mm) – as you can see from the pictures. If we don't have a specific piece now, if our guests give us sufficient warning we can make it. For example, if a group of half-a-dozen gamers wanted to stay for a weekend to play a Warhammer campaign set in Lustria, or maybe a Flames of War campaign set in mid-war Italy, or a tournament for Babylon 5: A Call to Arms, we would make terrain pieces (and where appropriate, gaming boards) to fit the desired setting. At the moment a lot of our pieces are Fantasy or sci-fi 'flavoured'; back in the UK (where we hail from originally) the most popular



Our guest rooms should be more than comfortable after a day playing wargames or exploring the local area.





## WARGAMING HOLIDAYS - Where 'B&B' means "Breakfast & Battles!"

*Continued...*

games are Warhammer Fantasy Battle and Warhammer 40,000, and in France Confrontation (another game with a fantasy setting) So these felt like a good place to start – although I have tried to keep most of the pieces as generic as possible: for example, scenic pieces representing Jungle foliage would suit a Vietnam War set game just as well as a sci-fi battle taking place on a Jungle-covered planet! I am always adding new terrain pieces, and welcome suggestions for ideas of new pieces we can add to our facilities.

Finally, we aim to offer our guests comfortable rooms at a reasonable price. We've done our best to make them as comfortable as possible: many Wargamers who've travelled miles, staying over night to attend a tournament will tell you stories of cramped, dingy guest houses, musty old hostels, and many a bad night's sleep! Well, we think our accommodation will beat most of these places hands down; so far all of our guests have found they've been comfortable and been able to get a good night's sleep! Our hospitality also extends to Breakfast (and other meals for a fee), and for anyone who hires our gaming room to host their own event

we will also provide a buffet meal and complimentary refreshments!

So if you ever wanted to visit France, and would like to mix your favourite hobby with some of the usual 'touristy' type of activities, then keep 'Wargaming Holidays' in mind for your Vacation! If you have any questions or require any further information, then please visit our website: [www.wargamingholidays.com](http://www.wargamingholidays.com).



Our Gaming Room, with gaming boards laid out ready for our guests to use!



We've made sure our most basic terrain will suit almost any game or genre, whether it's in 10mm scale or 54mm scale!





## 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. A major cost savings which we pass on to you with free membership. Be proud of what you, as a member of NOVAG and as members of the gaming community, can do for the hobby and let the world read about it.

This new format we will be needing your help in the way of articles, reviews, news, 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 “Miniature Wargames” 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 start your newsletter right here or post your current issue within the pages of “The Gamers Closet”. We will give your club its own section where you 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. Let everyone know what your club is doing and where they meet.

**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? No cost but we do ask for a link on your web page to our web page at [www.novag.org](http://www.novag.org).

We must stress one more time please try to include color pictures or graphs with your articles. Every week table top battles are fought on gaming tables in places like retail stores (ie, 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. Contact the editor is you have any questions.