

NOVAG
Issue 60



THE GAMERS CLOSET



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





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2008 Schedule (due dates):

- 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]





Hello Everyone,

I hope you all had a great Holiday and got whatever book, game or set of figures you had your heart set on. I know I did as Santa brought me *Day of Battle* by Rick Atkinson. It is the second in his trilogy on the American Army in WWII and cover Sicily and the ensuing slog up Italy.

The weather out side is raining/sleeting etc so now is a good time to game inside. The HAWKS will be running their well received **Barrage Con** on January 12th up in Baltimore. It is worth the drive up. NOVAG will host its Winter Game Day at the Game Parlor in Woodbridge on Jan 26th. Final details are being worked out now by Tom Bolles. I believe there will be a Napoleonic game as well as American Civil War and a WWII desert tank battle. So watch your electronic in box. We hope to have the PEL out shortly.

Hope to see you at one of these!!!

TTT



Club Directors and Officers

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

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

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

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

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

Historical issues can be found on **Magweb** at www.magweb.com

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



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



Hello everyone;

I hope everyone had a great holiday and look forward to what 2008 will bring us. I have included fliers from local gaming conventions so start making plans for gaming this year.

Talking about conventions I recieved an email from the staff for the Farpoint 2008 convention. They are looking for GM's who would like to run miniature games at their convention so check out the flier on page 20 and contact the convention staff about running a game.

COLDWARS 2008 is coming up and I know that we can get more events at the show under the NOVAG banner so get your events in today. I think the deadline is coming up for the convention booklet so go to the www.coldwars.org webpage and start planning your event.

I will not be able to attend the NOVAG Game Day for I will be attending Siege of Augusta down in the GA the same weekend. I have been invited by the convention director and will be running a game under the NOVAG banner. Game Day has a great turn out of games and hope everyone can make it.

I am looking for reporters for this ezine and help out by sending in articles and reports. If you are interested let me know and we can get you set up. Just check the last page for information on what we are looking for to fill these pages.

Well stay warm and keep on gaming.

David



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 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)

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



BARRAGE XII

Historical Miniatures Gaming Convention

January 19, 2008

Sponsored by the **HAWKS** (Harford Area Weekly Kriegspielers)

A one day historical miniatures game convention in central **Maryland**, for all time periods and scales, with vendors and flea market tables.

The convention will run from 9:00 AM till 9:00 PM. Arrive early to enjoy the full day. Setup for 9:00 AM games and for flea market tables will begin at 8:30.

Historical miniatures wargaming is an exciting hobby which focuses on the study and re-creation of historical battles. Members gather and paint armies, create the terrain, model the battlefield, deploy their forces then re-fight in miniature the famous and not-so-famous battles of history.

The location is **Archbishop Curley High School**, on the East side of Baltimore. **Coming from the North**, go South on I-95, pass I-695 (the Baltimore Beltway) and get in the left lanes to enter I-895. Immediately after entering I-895, take the exit to Moravia Road. Bear right at the end of the ramp, onto Moravia Road, and turn left onto Sinclair Lane $\frac{3}{4}$ mile later. About one mile down Sinclair Lane Arch Bishop Curley will be on your left.

Coming from the South take I-95 through the Fort McHenry Tunnel and about 3 miles after exiting the tunnel take the Moravia Road exit. After crossing over Route 40 and I-895, go about $\frac{3}{4}$ mile then turn left onto Sinclair Lane, and the school is about one mile ahead on the left.

Fees:

Running a game and pre-registered	\$4.00
Pre-registered	\$6.00
At the Door	\$8.00
Active duty military, with ID	\$2.00
Children under 13 (with adult)	FREE

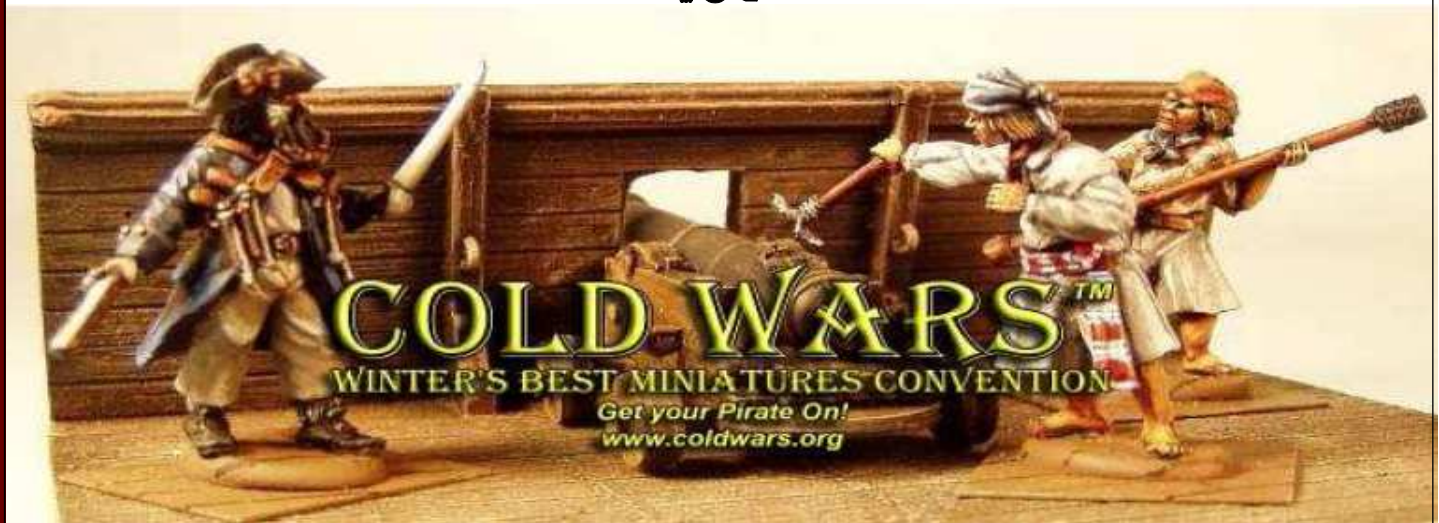
Vendor / flea market tables -- \$6.00 & Admission for $\frac{1}{2}$ day, \$10.00 & Admission for all day

Pay at the door, or pre-register. Make checks payable to: **HAWKS** c/o Geoff Graff
4027 Old Federal Hill Road
Jarrettsville, MD 21084

Contacts:

Todd Harland-White	(events)	phone: 410-757-8020	email: todd@alum.mit.edu
Duncan Adams	(vendor contact)	410-647-5734	dnbadams@aol.com
Geoff Graff	(registration)	410-557-2456	ggraff7@verizon.net

Web location -- <http://www.bucksurdu.com/Barrage/barrage2008.html>



MARCH 7 – 9, 2008 The Lancaster Host Resort - Lancaster, PA

"A merry life and a short one
shall be my motto" –
Bartholomew "Black Bart" Roberts



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By Heather Blush & Co.

For those scallywags that "pre-register" on-line or by snail mail ye be getting' some free booty! It'd be a Cold Wars '08 logo bag to carry yer bones about and a ruler to measure yer firepower.

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The US Army
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Museum



PAINTING USING THE FOUNDRY SYSTEM

by Michael Koznarsky

I must admit it – I am a paint ho. I will try almost anything at least once, twice if I like it. I seem to have little bits of everything. I like Vallejo for my WWI and II figures, Polly S for my WWII planes and Delta Ceramcoat for general purpose painting (it is tough to beat 89cents for 2 fluid oz). I own some Howard's Hues (their old British red is awesome), some Ren Ink and even some out of production Armory colors. My wife can do no wrong by presenting me with a treat of a few bottles of paint. I love paint.

When I viewed the DVD that Sascha Herm produced for painting, I was very intrigued by his painting method. First, his figures are beautifully produced and he makes it look so easy on the DVD. It is easy to forget that you are looking at a 25/28mm figure while watching the DVD. Second, anyone whose painting skills can draw a \$300 price tag for a limited edition Napoleon Crossing the Alps certainly has my respect and has caught my attention. Besides, Sascha is a really nice guy who does not mind answering questions or offering advice via e-mail – it is a winning combination.

Sascha uses Foundry paints as the basis for his painting along with the occasional Games Workshop shade. Foundry paints are designed for use right out of the jar in order to reproduce the three shade painting style pioneered by Kevin Dallimore. Each color has three shades: A - representing the darkest shade, B – the main color and C – the highlights. While I intend to attempt to use this method on a few figures from start to finish, I had a partially completed Russian monk and was dying to take the paints out for a spin around the block. For this project I used the following colors:

The monk's face and hands were already painted using my standard method so I moved on to painting the monk's black robe. I found the 34B color a little too light and too stark of a change so I blended equal parts of A and B, adding progressively more B to lighten the main black color until I used B to line the edges of parts of his clothing. I did not mind doing this type of mixing as black can be quite difficult to paint well. In retrospect, I may need to use more B for the highlights. I used the same technique on the monk's beard using more B to make the beard and hair stand out from the other black clothing. Even with the



majority of the clothing painted there were other opportunities to test out the Foundry painting system.





Continued...



The next color I tried was Scarlet for the sash around the monk's waist. Using 38C I placed a base coat; 38B went straight from the jar onto the raised portions of the sash with 38C to highlight the most prominent areas. I was amazed at how perfectly these three shades worked together! No blending, no need for extra mixing, no nothing! This color was matched perfectly. I was sold! I had the same experience using 13 Spearshaft for the walking stick, 35 Metal for the cross, 33 White for the edges of the pouch and 44 Gold for the cross, walking stick and pouch. Each of the three shades for these colors worked perfectly right out of their jars – this REALLY increased my painting speed, something I desperately need to do! I was VERY pleased with how things turned out!



The Foundry paints and painting system really does work *very* nicely. The shades of each color match very well, will speed up the painting process and, at the same time, allow the wargamer to paint the detail and color depth required to get an outstanding looking figure. The paints do the work for you, allowing you to spend more time painting and less time blending colors. With 64 different colors, there are lots of choices! Some may balk at the \$15 price tag for three bottles of paint, however, the bottles are larger than other paints (20ml). If you calculate the price per ml of paint you will find they compare favorably to several other very popular lines and it is very convenient to have just the right colors and shades. In the past two months I have noticed that the Foundry has offered two 20% off sales; in fact, I took advantage of one to purchase an additional 10 pots (and got free shipping!) While these are not yet available in the US, they can be ordered from England. My communications with the Foundry indicate that they may be planning to return to the US sometime later this year, so keep looking!



I was able to use these paints to finish a unit of Copplestone partisans from the "Back of Beyond" range. I believe that these paints helped me paint the figures significantly more quickly, a major plus for me. Best of all, I was very pleased with the final results. I am very happy with my selection of Foundry paints!

www.wargamesfoundry.com
Price: \$15 for a set of three colors; individual jars are available for \$6 (frequent sales are advertised offering 20% discounts!)





NOVAG JANUARY - FEBRUARY Gaming Schedule

The Game Parlor at Chantilly- Wednesday

Every Wednesday Ancients/Midieval 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 Duezenon

The Game Parlor at Woodbridge- Thursday

Every Thursday Ancients/Midieval DBM 15mm Rob Cunningham

Games start at 7:00 p.m.

The Game Parlor at Chantilly- Friday

DATE	Era	Scale	Rules	Host
Jan 4	ACW	40mm	This Very Ground	Black

Scenario: Tom will be hosting a game using these rules from the Iron Ivan Compnay. These lay much the same as Disposable Heros. Should be interesting to see 40mm figures.

Jan 4	Colonial	25mm	TS&TF	Tilson
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I will be out of town on Jan 18 and so I will run a colonial game tonight. This will be a beta test for a Cold Wars scenario: The Battle of Jamrud, April, 1837. This was a major fight between the Sikhs and the Afgans for control of Peshwar. The Northwest Frontier before it was the Northwest Frontier.

Jan 4	WWIII	6mm	Fistful of TOWS 2	Mischo/Luff
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The war continues. Poles vs Dutch.

Jan 11	Ancients	15mm	Home Rules	Pournelle
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Scenario: Phill will run a play test of his "all eras" home rules. Probable opponents will be Romans vs Pontics.

Jan 11	Ancients	15mm	MofA	Taylor/Mischo
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Scenario: Namibians vs ?

Jan 18	Great Northern War	15mm	Home Rules	Black
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Scenario: Tom will again present his easy quick home rules for this not often gamed era.

Jan 18 th	WWIII	6mm	Fist full of TOWS	Mischo
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See above. Battle reports are expected.



NOVAG JANUARY - FEBRUARY Gaming Schedule

Continued...

Jan 18th Space 1:600 They Came From Behind Rognlie

Scenario: This will be a Star Wars scenario. Richard has developed his own set of rules based on Canvas Eagle/Check Your Six

Jan 25th Napoleonic 15mm Napoloen's Battles Maymerian

Scenario: To Be Determined

All games start at 7:00 p.m. Everyone is welcome. Just ask the host.

The Game Parlor at Chantilly - Saturday

Jan 26 WWII/SYW 15mm Jorg Duenzenon

Games start at 6:00 pm.

EAGLE AND EMPIRE-Wednesday

Flames of War and Warmachine. Starting at 7:00 p.m.

EAGLE AND EMPIRE-Thursday

Warhammer Fantasy. Starting at 7:00 p.m.

SPECIAL EVENTS

Saturday January 12. The HAWKS will host Barrage Con in Baltimore. Contact Goeff Graff GGraff@sha.state.md.us for more info.

Saturday January 26. NOVAG will host its Winter Game Day at the Game Parlor in Woodbridge. The PEL will be sent separately.





AREA GAMING CLUBS

Maryland

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

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

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

Harford Area Weekly Kriegspielers (HAWKS). POC Geoff Graff, 4027 Old Federal Hill Road, Jarrettsville, MD 21084, phone (410) 557-2456, ggraff7@verizon.net and web site <http://mysite.verizon.net/vzeqnmab>

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

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

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

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

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

Virginia

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

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

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

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

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

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

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





LOCAL GAMING STORES

Check their webpage for gaming schedule



103 East Broad Street, Falls Church, VA

703-532-2477

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

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

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

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

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

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

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

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

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

Saturday - Warhammer (40k and Fantasy Warhammer)

Sunday - Warmachine and Hordes



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301-881-3530

Complete list of events at

<http://www.dreamwizards.com/Calendar.html>



Chantilly Location

Sully Place Shopping Center

13936 Metrotech Drive

Chantilly, VA 20151

Phone: (703) 803-3114

Complete list of events at

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



Our physical store is located at:

2852 Jeff Davis Hwy, #411

Stafford, VA 22554

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

Events on Weekends

Miniatures on Saturday

Card Games on Sunday

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



Woodbridge Location

14400 Smoketown Road Drive

Woodbridge, VA. 22192

Phone : (703) 551-4200

Fax : (703) 490-1888

Complete list of events at

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

HOBBIES

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

Check for our next 40K tournament



LOCAL GAMING STORES

check their webpage for gaming schedule

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

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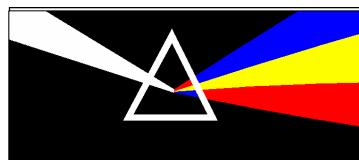
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LOCAL GAMING STORES

check their webpage for gaming schedule

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- Yu-Gi-Oh!
- Hobby supplies
- Dungeons & Dragons
- Flames of War
- In-store gaming & tournaments

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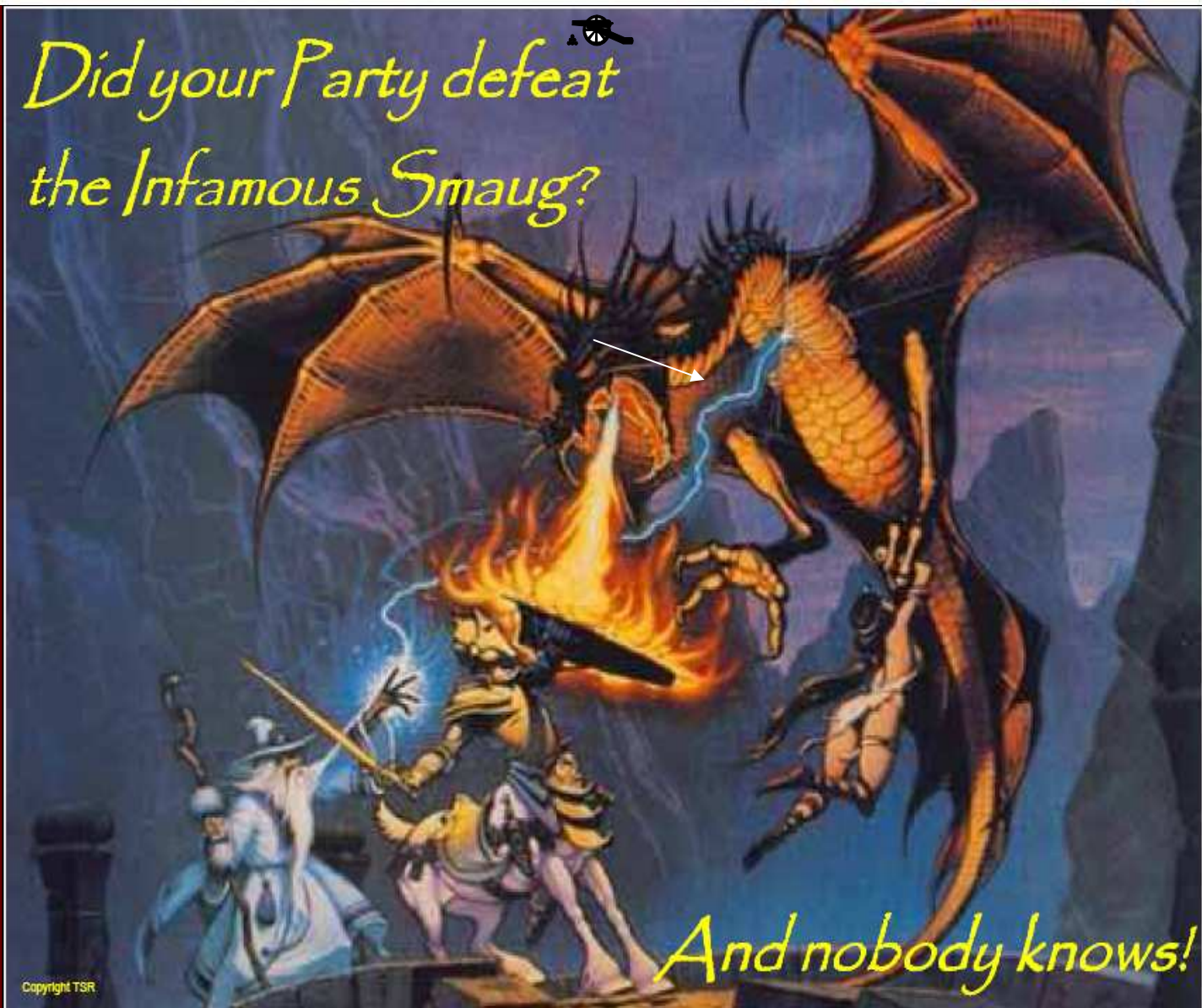
Where's your store?



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



*Did your Party defeat
the Infamous Smaug?*



And nobody knows!

Maybe it's time to let others know about the heroic actions of your party. Submit your story to The Gamers Closet, the online ezine of the Northern Virginia Gamers (NOVAG) gaming club.

Download past issues at our webpage (www.novag.org) to see format information and due dates of upcoming issues.

We also welcome articles, product reviews, new monsters, dungeon designs, and anything else that would be of interest to the role playing gamers. Submit them to our editor at dluff20164@yahoo.com.



LOCAL GAMING STORE NEWS

YOUR HOBBY PLACE

Monday- Open gaming
 Tuesday-Open Gaming
 Wednesday- Open Gaming
 Thursday- Game of The Week
 Friday- MTG "Friday Night Magic"- Flames of War Demo games
 Saturday- Warhammer 40K Leagues and events
 Sunday- Open Gaming

Upcoming Scheduled Events

Shaky Alliances – 40k Apocalypse Bring and Battle
 The commander looks down his glistening blade a bead of sweat rolls off his brow. He charges into a swarm of bugs with a Tyrant staring him down. "MEN TO THE LINE. THIS IS A CALL TO ARMS!" Entry Fee \$5.00-Portions of proceeds go to USMCR Martinsburg area Toys for Tots

Rules

Game: Warhammer 40K
 Points: 1500 points per person
 Date: 12/15/07
 Game Time: 12:00pm – 06:00pm

Army Building Seminar – Warhammer 40k

New to the game? Need advice on how to build an army? Want to learn what it means to play in a Rogue Trader Tournament? Attend our FREE army building and game primer seminar.

Game: Warhammer 40K
 Date: 12/22/07
 Time: 5:00pm - 6:00pm

Flames of War Participation Game. Bring and battle or walk-up- The scenario takes place during Operation Market Garden. The 2nd Battalion of the 501st Parachute Regiment, 101st Airborne Division has secured the town of Veghel and the bridges over the adjacent canal. The British 44th Royal Tank Regiment is racing towards the 6th Airborne at Arnhem and must be able to pass through Veghel. The Germans, consisting of SS, Fallschirmjaegers, Grenadiers, and even Luftwaffe Field troops must cut the highway and prevent the British armor from linking up with the 6th Airborne.

Game: Flames of War
 Date: 12/28/07
 Time: 6:00pm Until?

A Call to Arms – 40k League

The commander looks down his glistening blade a bead of sweat rolls off his brow. He charges into a swarm of bugs with a Tyrant staring him down. "MEN TO THE LINE. THIS IS A CALL TO ARMS!" Entry Fee \$10.00- Prize support

Rules

Game: Warhammer 40K
 Points: Sliding
 Scenario: Arch Rivals
 Start Date: 01/05/08
 End Date: 02/09/08
 Week 1 – 1 Troop - 150 point
 Week 2 – 1 HQ + 1 Troop - 250 point
 Week 3 – 1 HQ + 2 Troop - 400 point
 Week 4 – 1 HQ + 2 Troop + 1 Elite/Fast Attack - 600 point
 Week 5 – 1 HQ + 2 Troop + 2 Elite/Fast Attack - 900 point
 Week 6 – 1 HQ + 2 Troop + 2 Elite/Fast Attack + 1 Heavy - 1000 point

The Tarnished Spoon – Painting Competition

Building upon our call to arms league this competition will be on a single HQ model. Entry Fee \$10 with Prize support

Competition Staff

Competition Organizer: Walter Sharpless
 Data Entry: Dave Fisher
 Appearance Judges: Dave Fisher, Scott Exline

Rules

Game: Warhammer 40K
 Unit: Single HQ Model
 Submission Date: 02/02/08
 Award Ceremony: 02/16/08

Forces Collide - Tournament Schedule

Entry Fee \$10 with Prize Support
 11:00 to 12:00 – Check-In Opens
 12:00 to 02:00 – Round 1
 02:00 to 02:30 – Break
 02:30 to 04:30 – Round 2
 04:30 to 05:00 – Break
 05:00 to 07:00 – Round 3
 07:00 to 07:30 – Judging
 07:30 to 08:00 – Award Ceremony

Warhammer 40K

Game: Warhammer 40K
 Points: 1500
 Scenario Arch Rivals
 Game Time Limit: 2hr
 Date: 02/23/08



LOCAL GAMING STORE NEWS

RED ZONE GAMES

Tournaments and Events!

Events may be changed. For information call or e-mail.

January 5th- Jason's Paint Day.

Painting Advice from Jason and Nicki.
Bring your Spare Supplies to Learn

Cool

Terrain making Techniques!

January 6th- Star Wars Minis 1PM

200 Points; Booster Entry
Prizes- Based on Attendance.

January 10th- Spoils tournament

Minimum 50 Card Deck; \$5 Entry
Prizes based on Attendance
4 Copy Maximum on Cards.

January 12th- Warhammer 12 Noon

2000 pts. \$5 Entry.
Prizes Based on Attendance

January 13th- Confrontation 12 Noon

400pts \$5 Entry
Prizes Based on Attendance

January 16th- Board Game Night 3PM Lasts all night!

Bring your Favorite Board Game.
Come and go as you Please and Have

Fun!

January 18th-20th- Marscon!!!

Come visit Jason and Nicki while they Demo Games.

Pre-registration Available!

www.marscon.net

January 26th- Warhammer 40k 1PM

2000 pts. \$5 Entry
Prizes Based on Attendance

February 2nd- Warmachine/Hordes 1:30PM
Points to be Determined \$5 Entry.
Prizes Based on Attendance

February 3rd- Star Wars Minis 1PM
100 Points; Booster Entry
Prizes- Based on Attendance.

February 9th- Warhammer 40k 1PM
Points to be Determined. \$5 Entry
Prizes Based on Attendance

February 16th- Confrontation 12 Noon
500pts \$5 Entry
Prizes Based on Attendance

February 20th- Board Game Night 3PM Lasts all night!

Bring your Favorite Board Game.
Come and go as you Please and Have

Fun!

February 23rd- Warhammer 12 Noon
Points to be Determined. \$5 Entry.
Prizes Based on Attendance

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Hours- Mon- Thurs 11- 9
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Sunday 12- 6

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E-mail- RedZoneGames@yahoo.com





The Seven Years War Convention

The 25th Annual Seven Years War Convention

March 28th and 29th 2008

At the Holiday Inn Downtown, South Bend Indiana

This year the Convention will be held on the 6th floor in the Oak Ballroom, easily accessed by elevator from the hotel lobby.

Dealers and game Judges may drive to the top of the parking garage and unload at the entrance to the Convention Hall.

Special Guest Christopher Duffy

Dr. Christopher Duffy will return to the 2008 Seven Years War Convention. He will give two talks on the Austrian Army of The Seven Years War one on Friday evening and the second talk Saturday Night. Bring your Duffy books to be signed and your questions about the Seven Years War to be answered.

Convention Costs:

Entry to Convention for both days	\$25.00
One day Convention entry	\$15.00
Dealer tables (each)	\$20.00
Dealers must also pay entry fee	

Gaming Hours:
Friday 10 AM to Midnight
Saturday 10 AM to
Midnight

- Minature Gaming
- Retail Vendors

Game Judges, Pre-registrations and Dealer Inquires:

Paul Petri
1723 Ashford Lane
Crystal Lake, IL 60014

Paul Petri
Ziethen1@comcast.net

Paul Petri
(815) 479-1099

Hotel Information and Reservations
The Holiday Inn Downtown
213 Washington Street
South Bend, Indiana
For Hotel Reservations:
Online: [Holiday Inn Website.](#)
By Phone: 574-232-3941 -or- 1 888 HOLIDAY (888 465 4329)
[Directions to the Holiday Inn Downtown](#)

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Marriott's Hunt Valley Inn, Baltimore

The place to go when you need a break from the convention;
an alternative universe within an alternative universe!

Looking for a challenge?

Pit your wits against others in a battle in the game room.

And not just any games, hot new ones, fresh from the creators workshops, some so sizzling that the shrinkwrap is still clinging to the pieces. Some so good that it is hard to find them. Discover them here and get an opportunity to play them.

Hours
Friday 7pm - 1am
Saturday 10am - 2am
Sunday 10am - 4pm
in

CHASE & TACK
(glass hallway)

Drop in for a quick round of simple classic games of cards like Uno, Phase 10 or Fluxx, or go for a rail building board game and make a bid for a monopoly on the trading market, or dare to command in a take-no-prisoners win in Risk. All types of games to try, cards, board games, role playing or war. Some familiar, some unique and some you are going to want to play over and over again till you win.

The game room will be open at the hours listed during the Farpoint Convention. Look for the panels and demos posted at the convention. Add your name to a list, or just drop by.

**For more information, call 410-242-5269
or email jameshkidd@msn.com**

Special Thanks! to The Family Game Store located in the Savage Mill in Savage, MD for the pictures used in this flyer. www.familygamestore.net

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- All varieties of board and card games
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Activities

- Craft & art creations
- Dance Dance Revolution

Panels

See the convention schedule for times and locations.

PRIZES

Be on the alert for posted signs of game events, times and entry rules.

AFTER ACTION REVIEW



GAMERS' INTERNATIONAL NEWSLETTER



Pete Panzeri , Editor



This is my “Farewell chuckle!”

ME as XO (and Acting BN Commander) and my First Sergeant (Acting BN Sergeant Major).

Pete Panzeri



See about upcoming German-made movie about von Richthofen at <http://www.redbaron-themovie.com/>

Also try U Tube -- Type in “Red Baron 2007”

MOVING HISTORICON --- A PERSONAL PERSPECTIVE:

We all have personal perspective and convictions for “The Historicon Question” Here is mine:

When Historicon moved to Lancaster from the Penn-Harris over 15 years ago, I was ecstatic with the new site, and quickly became passionately nostalgic for the setting. I was vehemently against moving (as I know many are). However later, as a frustrated convention coordinator (trying to “fit everybody in”) and as a GM myself (struggling for space), I became “less enchanted.” I then spoke out in favor of moving. In all of those roles, I took a personal interest in “the Historicon question.” I also felt qualified and thus obligated to help seek a solution. (Having personally founded and directed several small conventions across the USA, Europe and Asia - My first in 1978 - founding HOT [ORIGINS and GENCON historical miniatures programs] and serving over 15 years to produce many HMGS conventions).

Knowing all of this, when a BoD plan surfaced to move Historicon to Valley Forge, PA surfaced, I went so far as to become elected to the HMGS East Board of Directors (a painful price). Then, as a BoD member, I looked closely at the Valley Forge proposal, and pushed-hard to abandon that risky and flawed plan. We did. That leaves us where we are today. Adhering to principles and not let my own personal or self-serving preferences prevail. Subsequently, I’ve promised to adhere to a “Prime directive” for the Historicon Question: “Prevent an indiscriminate or disastrous Historicon relocation.” That does slightly imply “A bird in the hand ... “

And now, after nearly 4 years on the BoD, after personal fervent searching, data collection, and course of action review. I am neither an advocate-of, not detractor-from moving Historicon. I simply want to make sure we get it right. (I am like Grandma. I don’t care if it’s a boy or a girl. “I just wanna see the baby!”)



TO MOVE OR NOT TO MOVE - THE HISTORICON QUESTION

From Pete Panzeri: Chair, Convention Site Committee. The HMGS East BoD has long pondered “IF” and “WHERE” to move Historicon.

To date we have held fast to the principle that “The best course of action is to act, but to also NOT OVER-REACT.” And my personal promise has always been (regardless of whether we moved or not) to “Prevent any indiscriminate or disastrous Historicon relocation.” Therefore, as HMGS East president, I’ve initiated and chaired a BoD committee to serve as our “SITE TASK FORCE” to (a) Establish clear relocation objectives (b) Conduct a professional comprehensive site survey, and (c) set screening and evaluation criteria for any move.

BoD OBJECTIVES:

1. Collect All Data and Evaluation will focus on determining if Historicon should
 - a. Remain at the Lancaster Host.
 - b. Move to a new Location
 - c. If B, then when and where?

[A side benefit is that we have more options in-hand for our other conventions or emergency relocation needs.]

SITE TASK FORCE PURPOSE:

- a. Collect and compile factual, up-to-date convention site data from all sources.
- b. Review, refine, and implement approved “Screening and Evaluation Criteria.”
- c. Evaluate Site Data and Criteria for an accurate comparison.
- d. Render recommendations to the BoD.

OUR APPROACH: Compare the Host with the top few candidates in all of the same evaluation categories. Then, if the Host were overall equal or better, the recommendation would be to stay.

SITE CRITERIA

(Used to determine how well a venue meets our needs.)

SCREENING CRITERIA

(Used to screen out sites failing to meet our minimum needs. *)

1. Location: “The TARGET BOX” is from DC (inclusive) North to Philly. No further West than Gettysburg (+/-)
2. Exhibit Hall Space: Requires a minimum of 80k Square-feet (Host has almost this much) immediate and more space to expand into, up to at least 120k Square-feet.
3. Hotel Accommodations: Minimum 300 rooms onsite, and another minimum of 700 quality rooms within 2 miles with varied price levels.
4. Hotel Room Cost “affordable rooms” for a goal of \$150 or less. /
5. Parking: Minimum 1,000 Cars (w/in ¼ mile -- Preferably Free)
6. Overall Quality (2 Stars = HOST.)
7. AVAILABILITY: Site is available during our target window (15 July to 7 August)

(* Excepting any expected negotiated changes).



TO MOVE OR NOT TO MOVE - THE HISTORICON QUESTION

Continued...

EVALUATION CRITERIA

(Screening criteria included for comparison.)

1. Location (Population mass proximity. More is better)
2. Exhibit Space Available (More is better)
3. Exhibit Space Cost (Less is better)
4. Accessibility: Airport/Highway Proximity (Closer is better) (and human civilization.) Interstate Highway confluence,
5. Number of Hotel Rooms (More is better)
6. Hotel Room Cost (Less is better)
7. Onsite Parking/Cost (More is better/Free is best)
8. Local Dining & Tourism (More & closer is better.)
9. Prohibitive Issues I.e. Mandatory Union up/un-load, Flea Market Laws/Taxes etc. (None is better)
10. Overall Quality (Better is better)

So with much of this data in hand, what place is perfect? NONE! What is best? None clearly yet. The Lancaster Host Scores right up with the top three choices. We have to negotiate to get what we need. And we are in the midst of that now.

NEW SITE CANDIDATES:

We reviewed over fifty potential convention locations, and examined a dozen that met initial screening criteria. The final Six in alphabetical order are:

- * Baltimore , MD Convention Center
- * Gaylord's Convention Center, National Harbor , MD (Just N. of Washington DC)
- * Hershey Convention Center , PA
- * Lancaster Host Resort, PA (Baseline for comparison)
- * Lancaster , PA Convention Center
- * Philadelphia Convention Center , PA

TIMELINE:

We will not move Historicon 2008, but a move as early as 2009 is possible, later more likely. However, at this point the BoD has withheld from any decision to move, or where to move. We expect to be able to compile and review all the final data and Site Criteria and decide on or before Cold Wars 2008.

BOTTOM LINE:

Our Objective is NOT to "Move Historicon," but to (a) determine whether or not we need to move, and/or (b) if we can locate a venue significantly superior to the Host in meeting our needs.

The BoD has hosted sensing sessions and conducted surveys to inform the membership, and solicit feedback from all members' concerns and needs. We will continue with that. Your input is needed and welcome, so please share your feedback with the BoD soon. We look forward from hearing from you.

"Play the Game!" Pete Panzeri president@hmgs.org

"Play Up! Play UP! And Play the Game!"

Motto 50th Infantry from "Vitia Lampada" by Sir Henry Newbolt.



TO MOVE OR NOT TO MOVE - THE HISTORICON QUESTION

Continued...

"BE LIKE MONTY" Opinions and Assumptions For-and-Against" Moving Historicon.

From Pete Panzeri pete@jodiecon.org

[I preface all this with assertion that during the past 15 years since Historicon first moved to Lancaster , PA , I have been both "for" and "against" moving Historicon to a larger venue. I am now decidedly neutral. -- My personal experiences on the Historicon Question are below, if interested.]

Two loaded questions haunt all of HMGS East:

1. WHY should Historicon move?
And (if so)
2. WHERE should Historicon move?"

The first question is often answered emphatically by participants from every key-faction of our convention program --- most of whom can readily use a lot more convention space. Many from our Historical Miniatures Gaming Industry have appealed zealously to the BoD to move Historicon as soon as possible, and we have a large waiting list of vendors seeking to come to Historicon as exhibitors. Also, most of our current exhibitors seek to expand, but we have no more space to give them. Our Flea market is over-crowded as well. Expanding these areas would not only increase the quality of our show, but our income and flexibility as well. Many game masters, tournament coordinators and gamers are continually struggling for more tables and rooms for gaming. Finally for our gamer-attendees. Aside from the perception of a facility crowded with people, nearby hotels in the area are now -more than ever - sold out in advance.

However, to the contrary, I often hear the assertion that in all of these cases, a more efficient and effective use of available convention space and hotel blocks is undeniably a far less risky solution than moving.

Indeed, over the past two years our Historicon Convention Management Team has re-worked all of our space-usage and even secured larger room blocks from nearby hotels. The result is that we have found a lot more space right where we are. Finally, many HMGS East members have asked the valid question: "If Historicon has not grown to any noticeable degree over the past ten years, then why do we now need more space?"

The often cited "Move = Growth" perspective seeks to answer that question. Many feel that moving to a larger site will result in accelerated growth for the convention. There is some precedence for that. Over the past 20 years we have seen one very important trend: Many gaming conventions (including HISTORICON itself, as well as ORIGINS and GENCON from which HMGS born) all grew exponentially when moved to bigger and more accessible venues.

One key comparison of the "Move = Growth Theory" is that in 1996-97 when HISTORICON at Lancaster, PA reached peak years of around 4,000 attendees, both ORIGINS and GENCON saw little more than 5,000 [individual] attendees each. This alone is amazing. In less than ten years HMGS East's HISTORICON was nearly caught-up with top two gaming conventions in the USA ! However, in the following ten years since, ORIGINS and GENCON had settled into much larger convention sites and subsequently grew to over 15,000 attendees. Meanwhile, HISTORICON stayed in Lancaster and did not grow, but dropped down to below 3,000. Having said all of that, we must admit, growth in other cases still does not prove or disprove that Historicon would/could grow as much by risking a move now.

So, what follows is a compilation of data for the membership review and provide feedback to the BoD.



TO MOVE OR NOT TO MOVE - THE HISTORICON QUESTION

Continued...

Some Estimates, Facts and Assumptions for HMGS Historicon Site selection:

- Historicon in Lancaster PA , currently draws just over 3k attendees. (Peaked about 4k in 1997, recently at about 3.2k).
- Approximately 12,000 different persons have attended at least once over the past 12 years.
- Approximately 2k have attended “religiously” (3 out of 4 years or better) over the past 10 years.
- Approximately 5k have attended at least “half the time” over the past 10 years. (includes religiously)
- Approximately 7,000 people have not returned for a second or third time.
- A core of approximately 500 attend all three conventions “religiously”
- Approximately 50% of our attendees come for the show’s duration (4-days).
- Approximately 30% of attendees are Saturday day-trippers.
- Approximately 20% of attendees bring family for 3-4 days.
- Only approximately 20-25% of attendees can be accommodated onsite (300 rooms).
- Our attendee demographics hit center mass on 38 Y.O white married male with \$60+K a year income,
- About 90% of our current attendees live North of Washington DC (inclusive).
- “Center mass” on attendee residence is around Philadelphia , but only 15% live in Philly environs.
- Highest density of attendees 25% live in a combined Baltimore/Washington Metro/Suburb triangle.
- Est. 10% Long-distances (300+ miles) attendees is limited by local airport access. (Side Note: Often is cheaper to fly into Dulles or BWI and rent a car, than it is to fly in/out of Lancaster PA or Gettysburg .)
- GENCON, DRAGONCON and ORIGINS gaming conventions ALL saw a 20% drop in 2006 (during summer Gas inflation) but Historicon actually grew 3-5%. (Assumed due to both our strong economic demographics, and our attendee proximity.)
- For comparison, see websites for the three larger US Gaming Conventions (non-historical): GENCON, www.originsgames.org , www.gencon.com, www.dragoncon.org.
- See www.hmgs.org (again) for more details on HMGS and HMGS Historicon (The worlds’ largest Historical Gaming Convention) and all three HMGS conventions www.historicon.org, www.fallin.org, www.coldwars.org)

Historicon will typically have:

- 600 + Gaming Events in its general gaming area, and “Club Rooms” taking about 40k square feet, and 1,000 rented tables.
- 150 + Gaming Industry Exhibitors who rent approximately 350 spots (6’ space/table for 4 days).
- 300 + Flea Market vendors who rent approximately 300 slots (6’ table for 4 hours).

CONCLUSIONS?

What does all of this data tell us? Well, first any such data could be erroneous, so we cannot “bet the ranch” on any one fact. We do know our Exhibitors GM’s, Tournament gamers are struggling with space issue. But we also know moving a convention is a risk, and takes a lot time and extensive pre-planning, and many man-hours and volunteers dedicated to make it work.

Also, the surveys and data indicate that if only 1 in 10 of the 7,000 gamers who once attended (and NEVER returned) came back, then Historicon would have RECORD ATTENDANCE. Also, our Historical Gaming Industry would have RECORD SALES, and all of HMGS would have RECORD SUCCESS instead of the serious drops in attendance we’ve had for 10 years. Several surveys of Historicon Veterans at non-HMGS conventions cite the top two reasons for this as “over-crowdedness” and “nothing new.”

Those are only SOME of the arguments and opinions I’ve collected for and against moving Historicon. There are more. All have merit, and all are probably faulty. Some move-stay convictions I’ve seen seem more due to personal gaming and/or business preferences, but most and some dedicated only to ensuring a continued success of our conventions “for the good of the hobby.” Like me, I am sure we all wish to claim the latter nobler convictions as our own.

Finally, to be responsible, we must all recognize that VERY MUCH is at stake in a proposed move of Historicon, our most treasured asset. We risk losing Historicon [a place for it] if we move and then cannot “go-back” to the Host. And therefore we must “Be like Monty” (Field Marshal Montgomery) and prepare ourselves for action ONLY when and where the conditions and odds are overwhelmingly in our favor.

“Play the Game!”

Pete Panzeri

president@hmgs.org

“Play Up! Play UP! And Play the Game!”

Motto 50th Infantry from “Vitia Lampada” by Sir Henry Newbolt.



THE BEST DEFENSE IS ALWAYS WHAT?

by Pete Panzeri



[2007 PREFACE: Please note the article below is “dated” and thankfully, much has changed, but not all. I published this several years ago after I got a rude “WAKE UP CALL.” I subsequently sought to step-up my own efforts to help turn this negative trend and hope my personal efforts bore some fruit for both the Historical gaming hobby and industry. Soon after this report, I was nominated and elected to the HMGS East Board of Directors (Making both friends and enemies there). I became Chair for the Academy of Adventure Gaming Arts and Design, and Historical College Dean for the Origins Awards. I enlisted local HMGS Chapter leaders who successfully took over and brought the GENCON and ORIGINS Historical Outreach programs to new levels.

One significant break-through for the Historical Gaming Industry came from the other side of the world with the phenomenal success of Flames of War (FoW)/Battlefront products. FoW exploded across the entire NON- Historical Gaming market (with 80% or more of their multi-million dollar market from non-historical gamers.). From 2004 on, in my ORIGINS/GENCON role, I pushed hard with Ohio and Indy FoW groups to introduce the first ever Flames of War Tournaments at both ORIGINS And GENCON. Also, recently announced, the Flames of War National Tournament will come to Historicon 2008.

Bottom line: I am elated to report that, since this article was published, the negative trend has been reversed somewhat. Convention Attendance and Historical product sales are no longer dropping. And while our closed historical gaming retailers have not all re-opened, FoW is present (even dominant) in most non-historical shops. Overall, many GOOD things have happened for our hobby of historical miniatures gaming. We are growing again!]

THE BEST DEFENSE IS ALWAYS WHAT?

By Pete Panzeri -- APRIL 2004

I witnessed one of the USA's foremost top Historical gaming distributors present a seminar and a research document entitled “Selling Historical Miniatures” Game Manufacturers Association (GAMA) Trade Show in Las Vegas, Nevada in March 2004. The study written by Heather Barnhorst, Douglas Carey and William Winski, was well documented and conclusive. Their research and analysis covered the comparative difficulty, pitfalls and benefits for businesses to survive in the historical gaming industry. The study also highlighted the attributes and demographics of the overall Historical Miniatures Gaming population. The most striking thing [to me] was an assertion that the population and market for Historical Miniatures Gaming are “endangered.” The report also cited that the Historical gaming hobby is “graying.” [Often stated, but perhaps never before in such a documented report.] Overall numbers indicated that the Historical gaming population has been shrinking and “Graying” * for approximately the last 5 years. (* “Graying” defined as when a market population matures, but shows very little “new growth.”)

This surprising conclusion evokes denial even anger for many historical gamers. It did for me also. But, after having studied the evidence and the market indicators, It slowly sank in, and I had to admit it. Irrefutable market indicators * show, that the population known as “Historical Miniatures Gamers” peaked around 1999, and has since been stagnant or in danger of decline. [*Five of these market indicators would be drops or marginal growth in 1. New Historical Product releases 2. Historical Product Sales, 3. Historical Gaming Retail Storefronts 4. Historical Convention Attendance, 5. Historical Gaming Publications and advertisements.]

In my state of denial, I cited every positive indicator. First, I minimized “Graying.” I felt it was just a perception. The Historical Miniatures Gaming Society (HMGS) honors senior gamers at conventions, making the population seem older. But “perspective” is irrelevant. Data verifies that Alt.gaming has many times the “new-gamer growth” than Historicals. I cited how the number of historical conventions and clubs were at an all time high, and I knew first hand that Historicals at Origins (see related Article) had grown 300% in the past 6 years. I also knew Historicon had certainly not shrunk.

However, it all slowly sank in. While the Origins historical program had grown significantly, only half [or less] of that audience are historical gamers. The rest are new recruits to Historicals or “Cross-over gamers” from other venues. We won them over from other venues, but they are a small drop-in-the-bucket unless repeated nationwide at every alt.gaming convention. Also, it would be years before most of these new gamers would support the historical gaming industry if they did convert.

I also reasoned that historical gamers have more buying power, and spend 5-times the average alt.gamer. This is partially true, but with 20 times the number of alt.gamers out purchasing ... Well, you do the math. Also, teenage gamers do not make up the entire alt.gaming community, and convention sales, essential in the Historical gaming market, do not account for the same proportion in the alt.game profit margin. Online sales make up a larger percentage of historical sales than shop retailers. Most historical shops must sell aggressively online and attend several conventions just to remain competitive.



Continued...

Some of the positive trends I referred to turned out to be “false indicators.” The profit margins of many failed historical shops proved some other very irrefutable dynamics are at work. The historical gaming industry’s largest manufacturer [who has grown steadily for many years] cited growth over the past 18 months [2003-2004] as the “...worst year ever” [for growth] because over 20% of the (already rare) historical retail shops they distributed-to, were now extinct. Online clubs and online sales have been higher. However, as the Barnhorst seminar corroborated, online sales and clubs grow more when local gaming shops can no longer provide the local “gaming services” of (1) merchandise in hand, (2) a gaming site, (3) local subject matter experts, and (4) a professional proprietor, and (5) a place to network, meet and grow the hobby. The alt.game shops have not only taken over this role, they now dominate it many times over.

How many times more? Well according to this analysis, there are over 100 predominantly non-historical gaming shops in the USA for every historical one. If this is true, then Historicals represent only one percent of all storefront gaming sales. However, for summer convention attendance the odds aren’t so as bad. GenCon and Origins (35,000 cumulative) only attract TEN times Historicon’s peak of 4,000 (+/-) six years ago. The “Market Indicators” tell the story. In the last decade, these conventions have doubled in size, while Historicon has dropped off by 15%. (Also, HMGS East conventions have incurred serious financial losses, trying unsuccessfully to regain those numbers.) The crux of the matter is that the HMGS market-share now is a fraction itself a few years ago. The target customers are definitely not satisfied with some aspect of the product.

An analysis by Orest Swystun cites:

“... during this time the hobby industry grew as a result of the economic downturn. Apparently, we [Historicals] did not. The alt.gaming industry had unprecedented growth last year compared to other industries. When Games Workshop (GW) throws a tournament (not even a convention - just a tournament) adults fly in from all over the country. Not children! Adults! The blinders that I have seen on Historical people -- because they have a narrow focus -- is not helpful for the growth of historical gaming. We [Historical Gaming] should be riding on their coat-tails. But we do not.”

Granted, HMGS Historicon is NOT the only historical convention, and GenCon/Origins are not the only alt.gaming conventions. Still, even when granting a 10% average increase for overall historical convention growth, we see Alt.gaming conventions averaged over 100% growth during the same period. This shows an enormous domination in “MARKET SHARE.” The Market Share is where the real concern lies. In terms of market share, the Historical gaming industry, by simply standing still, has lost immense ground to Alt.gaming and is in serious danger of becoming “market insignificant.” From a marketing perspective, when this happens, there is little chance of recovery to previous levels, or survival.

Is historical gaming on the brink of some cataclysmic collapse? By all means NO! It will indeed survive, and will continue to grow, in some cases thrive. And Historical Gamers, with a close circle of locals and favorite product-lines intact, may note little change except an already apparent disappearance of historical gaming shops nationwide, and more expensive, less available products to choose from.

However, the historical gaming industry will (or already does) feel a change. Gamers who relocate between gaming communities will also see it. The shops provided “gaming services” that were a QUALITY to the gamers. For average Joe Gamer” the ABUNDANCE of historical gaming availability (especially outside of conventions) is endangered. Like outnumbered frontier settlers, historical gamers are forced to band together online and in regional club-enclaves (or travel “back East” to big conventions) in order to find scarce “gaming opportunities.” This dwindling quality and reduced gaming opportunity retards enthusiasm for historical gaming, hurts retail sales significantly, and impedes the growth of historical miniatures gaming.

“BUT THE GOOD NEWS IS ...?”

“The best defense is ALWAYS an effective offense.” To succeed, any venue must first be VISIBLE to the right demographic groups. Then it must be made DESIRABLE to its target audience (both of which we can actually control), and finally, it must be readily OBTAINABLE to those we’ve convinced to desire it. This is how (GW and most of the Alt.gaming community have succeeded. Further, the only effective multipliers of these three dynamics are our virtual “Gaming Evangelists,” Game Masters who push promotion of a venue and recruit new gamers. To succeed, one of our foremost goals must be to unleash and increase the unparalleled effectiveness of “hobby evangelism” of our game masters.



THE BEST DEFENSE IS ALWAYS WHAT?

by Pete Panzeri

Continued...

Then, we have to rely on the industry and gaming community to capitalize on those achievements. Our gaming organizations must to cultivate, stimulate and support the historical gaming industry and understand the essential roles they play. Our hobby organizations must remain committed to promoting growth in size, number and prosperity of our historical gaming industry. This is critical, as they grow, so grows our entire hobby.

Any approach to promoting historical gaming must start with defining "Who should we reach?" Then determine "How?" Exploiting the efficiency of the information age to promote our hobby to new levels is extremely cost effective. However, if we do not encourage, mentor and support our Game Masters to provide what GAMA calls "PGE" (Positive Gaming Experience) then we can never get past the first step. Efficient OUT-reach (i.e. we go to them.) is essential. We cannot succeed without first focusing on effective ways to reach the huge crop of soon-to-be adult "alt.gamers" who are all potential historical gamers. Perhaps 1/3 or more of our current historical gamers are former (or current) alt.gamers.

In order to exploit our strengths and reinforce our weaknesses, we must first identify them. For example, Alt.gamers have a higher "turnover" while older historical gamers tend to stay that way for life. (We just swap scales, and change periods and rules more compulsively). However, Alt.gamers are more prone to sample and enter other alt.gaming venues that are both visible and obtainable in abundance at non-historical conventions. This is a weakness as historical gaming has so little presence at most Non-historical conventions. This is why our recruiting efforts and Cross-over games are so absolutely essential at places like Origins, GenCon or "Gorilla-Con" in Podunk, USA.

"The harvest is plenty, but the Laborers are few!"

By acting decisively with far-reaching and effective programs, we can stem the market-share tide decline in the quality of our hobby. We can achieve that by clearly defining specific organizational priorities and then reaching out one by one. Satisfied gamers, game masters and vendors will have the right tools and a conducive environment to recruit new gamers and expand exponentially to the benefit of our historical conventions, growth of our historical gaming industry, and above all else to sustain our hobby.

"The best defense is always a knockout offense." Heavyweight Champion Jack Dempsey

[AUTHOR BIO: Pete Panzeri Origins War College Director, and founder of the Historicals at the Origins Program, and the HMGS Game Master Support Network. Wargame publications include "SANTA ANNA RULES!: Warfare in Mexico 1820-1820" and "Catastrophic Kill!" He was awarded the "Legion of Honor" in 2001, by the Historical Miniatures Gaming Society. Known for his books - Little Big Horn 1876, Custer's Last Stand, Reed Books, International, and Plains War Campaigns. A US Army Infantry Major, he's directed Military History Programs for the US Military Academy Preparatory School, was Chief of Military History for the US Army Infantry School, Tactical Branch Chief for the US Army Military Intelligence School, Fort Huachuca Arizona and was awarded the Bronze Star and Combat Infantryman's Badge in Iraq.]





NEW FUNDRAISER PROGRAM LAUNCHED

by Rob Weigend

Owner of Game Parlor

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

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

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



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

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

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



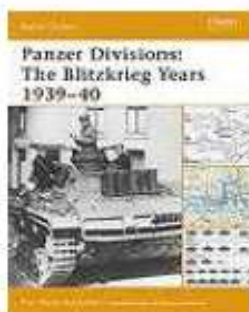


New Books



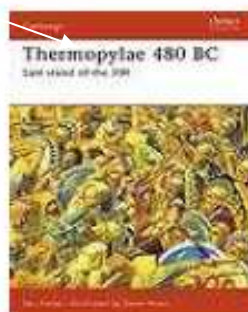
Jagdstaffel 2 'Boelcke'

Von Richthofen's
Mentor
(Aviation Elite
Units 26)



Panzer Divisions: The Blitzkrieg Years 1939-40

(Battle Orders 32)



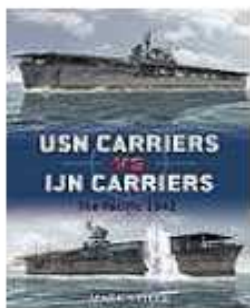
Thermopylae 480 BC

Last stand of the
300
(Campaign 188)



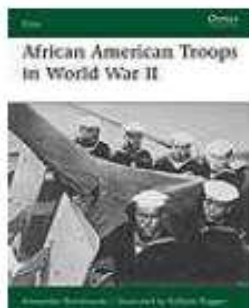
NEW SERIES Spitfire vs Bf 109

Battle of Britain
(Duel 5)



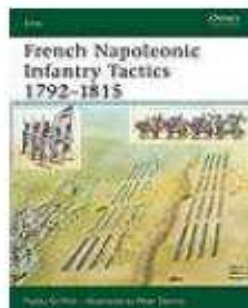
NEW SERIES USN Carriers vs IJN Carriers

The Pacific 1942
(Duel 6)



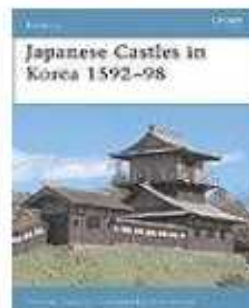
African American Troops in World War II

(Elite 158)



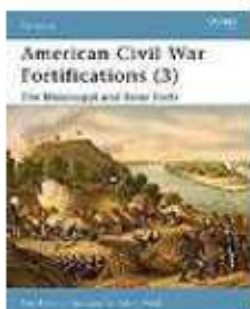
French Napoleonic Infantry Tactics 1792-1815

(Elite 159)



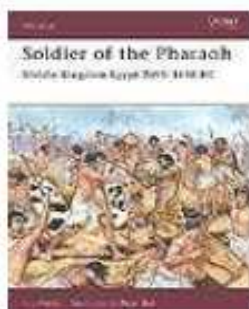
Japanese Castles in Korea 1592-98

(Fortress 67)



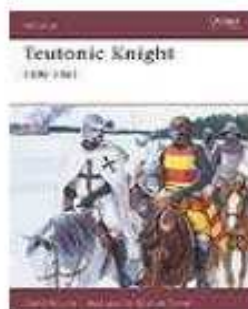
American Civil War Fortifications (3)

The Mississippi and River Forts



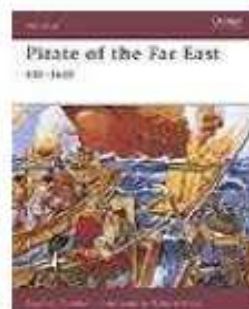
Soldier of the Pharaoh

Shabti, Egypt, 2000-1800 BC



Teutonic Knight

1200-1300



Pirate of the Far East

1600-1650



American Civil War Fortifications (3)

The Mississippi and
River Forts
(Fortress 68)

Soldier of the Pharaoh

Middle Kingdom
Egypt 2055-1650
BC
(Warrior 121)

Teutonic Knight

1190-1561
(Warrior 124)

Pirate of the Far East

811-1639
(Warrior 125)

► [More New Books](#)

Future Releases

Available in December 2007



Jagdgeschwader 53 'Pik-As'

(Aviation Elite Units 25)



Arguably the archetypal Luftwaffe fighter unit of World War II, JG 53 aircraft were encountered on almost every fighting front from the first day of hostilities until the last. During almost six years of near-constant campaigning, JG 53 took a steady toll of Allied aircraft in every theatre it fought over.

The Royal Navy 1793-1815

(Battle Orders 31)

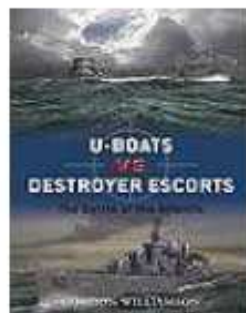
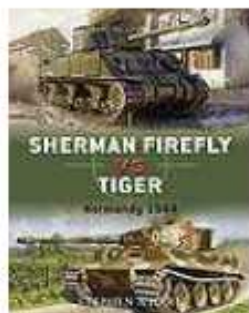


By the end of the Napoleonic Wars in 1815 Britain was the undisputed master of the seas, owing to the power and strength of the Royal Navy. Its fleets, comprising ships of the line, frigates, and gunboats, had doubled in size since the outbreak of the French Revolutionary Wars in 1793.

► [More Future Releases](#)

Duel

Have you started collecting Osprey's new series?





Reichwald 8 February 1945





Historical Situation

The pursuit of German forces which began in Normandy was halted by stiffening resistance and a lack of adequate re-supply. Montgomery's gamble to end the war in 1944 met a bloody repulse at Arnhem, and the Germans showed uncommon resilience with their offensive of 16 December 1944.

By early 1945, the Allied Armies were on the move again, pressing the outskirts of the Siegfried Line in an attempt to reach the Rhine. *Operation Veritable* included the use of the 1st Canadian Army, reinforced by XXX Corps. Their objective was to push into the area between the Maas and Rhine rivers. The destruction of the Ruhr Dams caused extensive flooding which hampered operations by limiting the use of supporting armor.

The Mission

Known as the *Water Rats*, the gloomy confines of the Reichswald Forest provided a terrible ordeal for the Canadian soldiers. The battle was fought at close range with the Germans having the advantage of fixed fortifications reinforced by extensive wire entanglements and mine fields. Your platoon is ordered to clear and secure this forest sector. You will have 10 turns in which to accomplish this mission.

Canadian Order of Battle

1x Platoon HQ: Platoon Leader with veteran TQ (Leadership 14), Platoon Sergeant Major with veteran TQ (Leadership 13), HQ Section Leader with professional TQ, PIAT No. 1 with regular TQ, PIAT No. 2 with regular TQ, 2" Mortar No. 1 with professional TQ, 2" Mortar No. 2 with regular TQ (Mortars equipped with 2d6 bombs each. Soldiers are typically armed.

3x Reduced Strength 8-man Squad: Mixed TQ from regular to veteran; includes Section Leader (Leadership 13), BREN No. 1, No. 2 & No. 3; 4-Riflemen.

3x BREN Carrier: operated by each section

2x Cromwell Mk. IV Cruiser Tank: 5-man crew of professional TQ (Leadership 13); Bogging: 25% off road

German Order of Battle

1x PaK 40 AT Gun: 5-man crew of professional TQ (Leadership 13)

2x 8-Man Squad: Variable TQ of regular to veteran; Squad Leader armed with MP40 (Leadership 13); Assistant Squad leader armed with Stg44 (Leadership 13); squad includes one MG 42 machine gun with 2-man crew; 4x riflemen

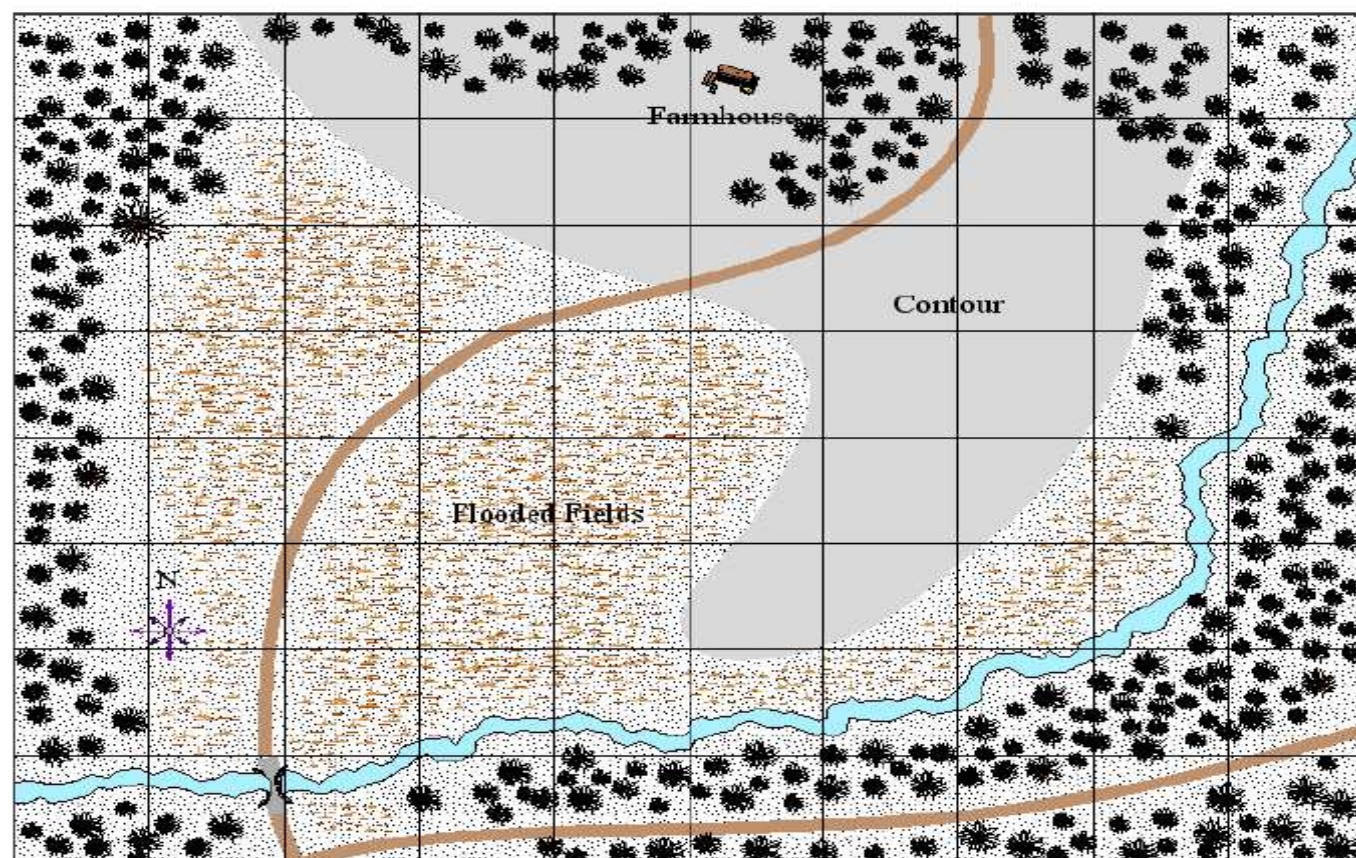


Weather Terrain and Set Up

As shown on the accompanying map, the ground is generally flat and covered with a mixture of hard wood and conifer trees. There are occasional breaks in the forest with small clearings where stone farmhouses and woodsman's huts may be found. Much of the area has recently been flooded by the destruction of the Ruhr dams. The area is covered with a foot of snow that has drifted to three feet in some places. The deep snow and flooding reduce off road movement for both men and vehicles to one half the normal rates.

The sky is covered with low clouds. There has been intermittent snow and rain for the past four days. Currently, it is raining and visibility is reduced to 150-yards. Sighting within 150-yards will be judged as cloudy (-2). Beyond 150-yards, acquisition is not possible.

The Germans begin hidden in the woods on the north side of the stream. The Canadians enter on the south side of the bridge.





"I laugh in the face of danger. Then I hide until it goes away."

- Xander, *Buffy the Vampire Slayer*.

Issue 169

December 2007

November 2007 circulation was:
702,831 readers, who read 2.31 million
articles, generating 39.7 million hits.

Articles

December 2007 FEATURES

Eric Brown: Thirteen questions

INTERVIEWS. Angela - aka the Scifi Chick - reviewed the novel *Helix* back in June, and she has now grabbed the opportunity to interview author Eric Brown with both paws. Here it is. Thanks Scifi Chick.

Bloggers of the SFFphere

ROUNDTABLE. Aidan Moher, the muse at the seminal *A Dribble of Ink*, went ahead and gathered several of his favourite bloggers, tied them up in a room, and picked their brains. SFF bloggers spend so much time putting the minds of authors under the knife that Aidan thought it would be interesting to take a look at another side of the industry that doesn't get examined. Ever wondered what makes your favourite genre blogger tick? Well, you're about to find out.

Free will fantasy: An interview with Brian Ruckley

INTERVIEWS. John Ottinger, best known for his great blog *Grasping for the Wind*, interviews British fantasy author Brian Ruckley. Brian talks about his works, life and fills us in on *Bloodheir*, the sequel to *Winterbirth*, forthcoming in 2008 from Orbit Books.

Connie Willis interviewed

INTERVIEWS. A.Fortis & TadMack over at *Finding Wonderland: The WritingYA Weblog* bring you a peak into the mind of science fiction author Connie Willis. Connie talks about why she was crazy about books from almost the moment she was born, her interest in quantum theory and her passion for the short story form in SF.

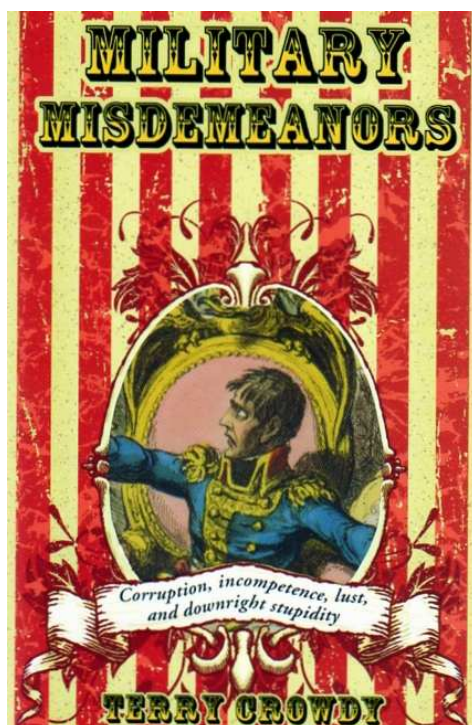
Bullet in time

SHORT STORIES. Short fiction from the pen of writer Ray Tabler. When you peek through the temporal window, you don't always find what you're looking for!

Bee Movie (Frank's take)

FILM REVIEWS. A spelling bee. A busy bee. A killer bee. But a Seinfeld bee? Sorry Jerry, says Frank, your hapless honey-seeking hero doesn't create much of an animated buzz. Still, the non-judgmental kiddies will be stung by the wealthy comedian's colorfully amiable but simplistic one-note family fare *Bee Movie*. Seinfeld's cheeky collaboration with the profitable DreamWorks machine wouldn't arouse a beehive with spraying water from a garden hose.

And much more.....



MILITARY MISDEMEANORS: CORRUPTION, INCOMPETENCE, LUST AND DOWNRIGHT STUPIDITY.

Osprey Publishing; <http://www.ospreypublishing.com>

In a departure from the usual campaign books, essential histories and men-at-arms painting guides, Osprey has published Military Misdemeanors, a series of short stories about military scandals from Greece 480BC to Switzerland 2006. Occasional black and white political cartoons, 312 pages.

This book is a lot of fun to read as it discusses many military scandals (completely different from military blunders) and offers new information and insights about them. In fact, there are over 70 different examples from around the globe, some well known like the Dreyfus Affair and the Iran Contra scandal and some more obscure tales. Each story is informative and fun to read; even the footnotes are interesting (for example, did you know that the saying that the British WWI army were “lions led by donkeys” was actually first used to describe the French during the Franco-Prussian War?)

Military Misdemeanors is well written and enjoyable read. It is really a great book, well worth checking out!

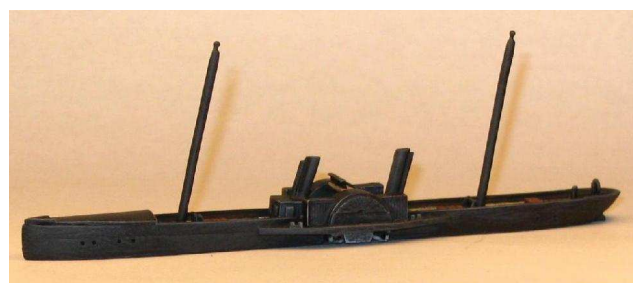
Price: \$16.95

BLOCKADE RUNNER (BANSHEE I) Thoroughbred Figures

The newest model available from Thoroughbred miniatures is a Blockade Runner based on the Banshee I. As a part of Thoroughbred's flagship Ironclads line, the Banshee I is a 1/600 scale ship that continues the tradition of extremely well molded ships. This miniature consists of 13 pieces that all fit perfectly together or with only some very minor filing. The precision of Thoroughbred ship construction is only surpassed by the sculpting of the ship designs. The hull and paddlewheels of the Banshee is molded from a single piece of white metal. This is a major advantage over previous designs as cleaning the separate paddlewheels and then gluing them to the model could be a very tricky proposition. The paddlewheel houses have the letters “S” and “P” molded into the underside to aid in construction. The railing that goes on the walkway between the two paddlewheel houses actually glues in place quite easily. The masts are supposed to be tilted back and the support holes appear designed to guide this angle. The small winches, that are used to haul the contraband smuggles in its holds, are best placed with a pair of tweezers. The wheel slips very smoothly into the hole at the stern – a perfect fit. There are no guns on this ship, but, hey, it is a blockade runner! Like all of the other ships in the Ironclad line, you need only purchase and paint one of these beauties in order to play a game. This ship was painted in shades of black/charcoal for anything that would be seen from a level view and browns/tans for the deck items. Thoroughbred ships are very fun and easy to prepare and paint – this model was completed, from start to finish, in one evening!

Price: \$18.00

<http://www.thoroughbredmodels.com>





Continued...



ART OF WAR Battlefront/Flames of War

The newest release from Battlefront is a book devoted to painting entitled “The Art of War”. It discusses techniques, includes tips and briefly touches on practically all aspects of painting (and even photography!) As with all other Flames of War supplement, it is supported with beautiful photography of individually painted miniatures to entire armies. Soft cover, 84 pages.

The book starts off with several interviews of different painters from around the world. The painters discuss the techniques they use, why and how they use them. They also give

specifics regarding what they actually use for priming, basing, painting and finishing (protecting) to give the reader specific ideas of what is being used by some of the better painters. Battlefront has done an particularly outstanding job of selecting painters that produce figures in a wide range of painting styles – the photos that accompany the interviews lets readers to see their finished figures. This allows readers the opportunity to decide if they like the particular results and apply the techniques themselves.

There are brief discussions of suggested tools for painting, cleaning and assembly with more in depth descriptions of head swaps and the use of “green stuff”. The book then describes step by step painting process from basecoating to sealing, briefly highlighting two different and popular painting styles: block painting, wet brushing and black lining. Step by step photo displays would have been very useful here. Another very sharp brand new addition is the inclusion of suggestions of Vallejo paints for “shadow, base color and highlights” for those who like the “three color” painting style (like me!) for eight colors. Five pages each are devoted to weathering and basing. The photo examples of each are truly excellent – another nice feature of this book is how the authors, when discussing techniques, refer back to examples of the different techniques in the original painter interviews. The book finishes with sections of painting camouflage, photography, a review of techniques and airbrushing. Interspersed between sections of the book are photo galleries, displays of full armies and specific examples that compliment the sections they follow.

I enjoyed reading this book from cover to cover. While I have been painting for several years, have tried almost every style available and read whatever I can about painting, I found several new ideas and tips I had never considered before. The close up photos (my personal favorite) are available for those of us who like to “borrow” others’ techniques! As always, the book is very professionally produced and offers useful tips for both the novice and expert. I will look for their next book, an in depth study of the Wehrmacht, with great anticipation!

Price: \$14.00

<http://www.flamesofwar.com>



Continued...

DUEL IN THE DARK EXPANSION PACK Pilot Games

Freidemann de Pedro, the designer of *Duel in the Dark* (exclusively reported in the *Gamer's Closet* in August!) has come up with a series of new expansions for the game of the same name. Included in "Expansion, the Complete Edition" are one each of: British searchlight, British AA gun, Skilled Gun Crew, Acoustic Mirror, Quad Flak, Ju88 Night Fighter, 3-5 Player Variant, The Walls Have Ears and two Railroad Flak pieces. The pack I received even included the extra bomb/target marker that was not included in the original game. Each set has well explained rules and very thick card stock markers.

Each of the British Searchlight, AA gun, Railroad Flak, Acoustic Mirror and Quad Flak are single hexagonal markers (note the Acoustic Mirror is located on the opposite side of the Quad Flak) that can be used on the game board like the regular counters.

The Skilled Gun Crew is awarded to the German player for high scores from ground flak and comes in silver and gold awards.

The Ju88 night fighter adds another of the planes that formed the backbone of the German Nachtjagd. It comes with an "Observer's Badge" that helps score extra points due to the enlarged crew, plane counter, fuel marker and all the plastic bits to hold it all together.

The 3-5 player variant allows more than two players to play the game. It comes with two MW50 markers so each of the Me110s can use it, a scoring table for each of the night fighters and four wooden scoring markers of different colors. It is a simple method to allow lots of people to play the game at one time.

The Walls Have Ears is a very cool expansion that includes 11 city shield tiles. The rules are an attempt to reduce "what may be perceived as... arbitrary target selection." The city shield tiles help with this expansion as well as being used to confirm target selection in regular games.

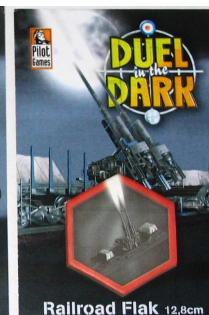
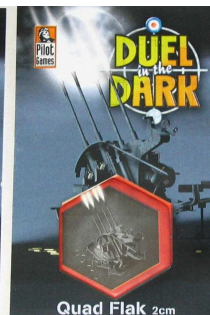
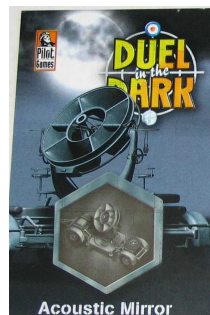
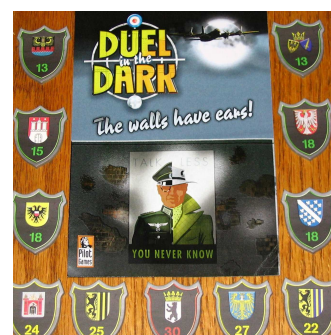
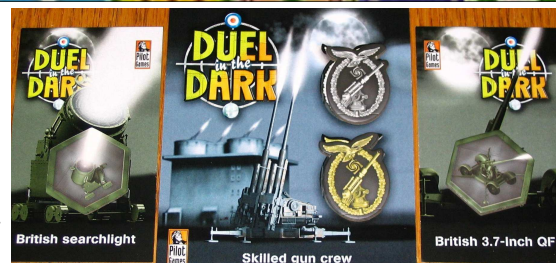


These expansions really enhance the playability of the original game without altering the general game mechanics. They help make an awesome game even better!

\$20.00

<http://www.duelinthedark.com>

<http://www.zmangames.com>





Continued...

NEW COPPLESTONE CASTING PACKAGING (BACK OF BEYOND)

I found out that there is a new system for packaging of Copplestone Castings' Back of Beyond line, available through the War Store. Some of their cavalry sets are now available in 3 and 4 figure packs. To identify these different sets, look for the identifier "BU" for the 4 figure packs and "TC" for those with 3 figures in them. The TC packs are priced less than the BU packs, of course, but offer the same superbly sculpted and wonderful Copplestone Castings for the same price per figure. This now allows gamers to buy different combinations of figures to better customize their armies!



www.wargamesmarket.com

WargamesMarket
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- FREE Wanted Adverts
- FREE Bulklisters for large uploads
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Comprehensive listing categories for all gaming genres

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HUNDREDS of gaming bargains!

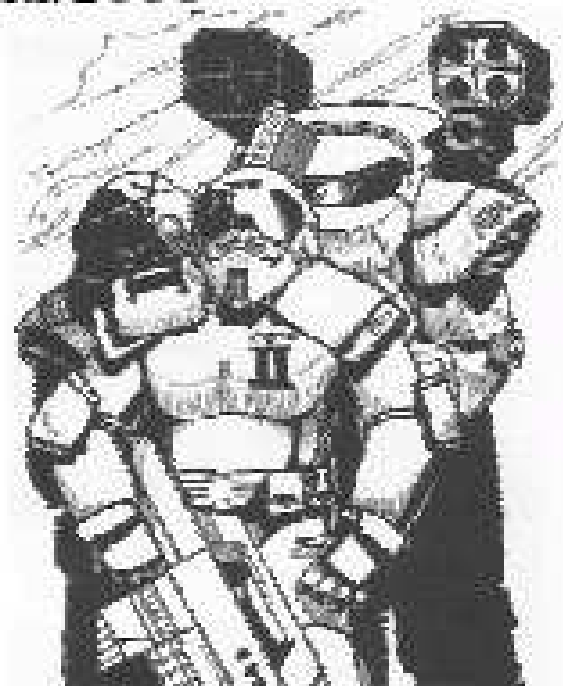
Big bargains on little men....



GZG ECC XI

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

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



RavenCon 2008



April 25 - 27, 2008 in Richmond, Virginia

<http://ravencon.com>



BOOK REVIEWS

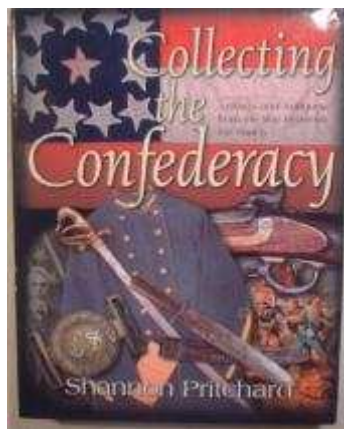
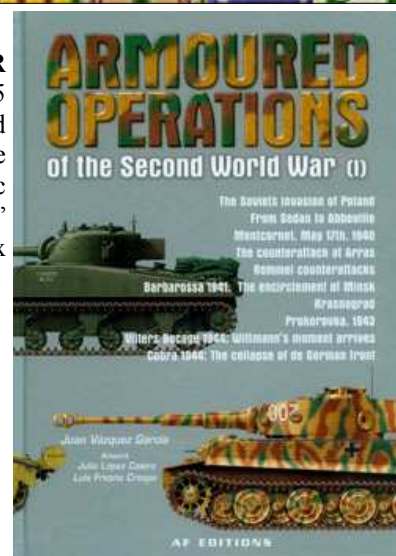
by Tara Lichterman

ARMOURED OPS OF THE SECOND WORLD WAR

AF Editions distributed by Casemate 9788496016729; \$49.95

"Specialty Military libraries, especially those with a focus on WWII, need Armoured Operations. It's a survey not to be missed,: color photos, charts and details provide all the depth and detail lacking in more general overviews of WWII Battles, making its specific information perfect for a detailed WWII report."

The Bookwatch 11/2007, J. Cox



COLLECTING THE CONFEDERACY - Artifacts and Antiques from the War Between the States

by Shannon Pritchard. Savas Beatie, distributed by Casemate, casematepublishing.com; \$59.95 hardcover, 8-1/2" x 11", ISBN 978-1932714-10-4. color photographs, bibliography, index.

"..provide(s) fundamental information for the serious collector Even many with much knowledge already on collectible and valuable Confederate war objects will like to have this coffee-table-quality work for its exceptional photographs--the next best thing to owning many of the items themselves."

H Berry, book reviewer 11/07

WORLD WAR TWO MILITARY VEHICLES

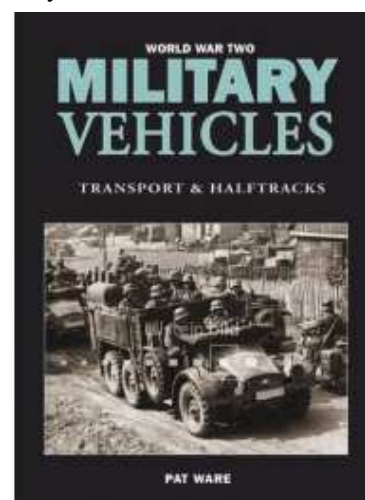
Transport & Halftracks

by Pat Ware

Publish Date: November 2007, 192 pages, color & b/w photos throughout, 978-0-7110-3193-7; \$44.95; hardback, Ian Allan Publishing/ US Distributor Casemate

"...a great one-stop reference for support vehicles and some diorama idea."

M Aldrich, IPMS# 39295, 11/07



Panzergrenadier Divisions, 1939-1945

The Essential Vehicle Identification Guide

"... I greatly enjoyed the book and feel it would make a worthy addition to anyone's library along with Mr. Bishop's Companion volume The Essential Tank Identification Guide: Wehrmacht Panzer Divisions 1939-45 ."

P Driscoll, HPS Simulations, 11/07

Tara Lichterman

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610/853-9146 {fax}



MOST SUCCESSFUL PIRATE WAS BEAUTIFUL AND TOUGH

By Maggie Koerth (<http://mentalfloss.com/>)

You can keep your Bluebeards and your Blackbeards. The most successful pirate of all time controlled a fleet of more than 1,500 ships and upwards of 80,000 sailors -- and she did it all without the help of facial hair. When a Chinese pirate captain named Cheng married a beautiful prostitute in 1801, he wasn't just getting the girl of his dreams; he was making the best financial investment of his career. His new bride, known to history as Cheng I Sao, or "Wife of Cheng," agreed to the marriage on one condition -- that she would share equally in his power and would be given the opportunity to help him secure more wealth.

Sounded like a deal to Cheng, and for the next six years, the husband and wife teamed up to grow their piracy business along the coast of the South China Sea, as far south as Malaysia. But then, in 1807, Cheng passed away. Instead of stepping aside like a "proper" widow, Cheng I Sao promptly took the reins.

Thinking outside the treasure box

Although clearly ahead of her time, Cheng I Sao was shrewd enough to realize that the pirate masses weren't likely as enlightened. So, her first act as leader was to make her husband's second-in-command, Chang Pao, official captain of the fleet.

While Chang Pao led the men into battle, Cheng I Sao focused her attention on business, military strategy, and the enormous task of governing a growing body of ruffians. In the years following her husband's death, she steadily brought more and more outlaws under the banner of her Red Flag Fleet.

In fact, Cheng I Sao was eventually responsible for nearly all the piracy in the region and her fleet exceeded the size of many countries' navies. She also expanded the scope of the business, branching out from simple attack-and-pillage jobs to protection schemes, blackmail, and extortion. Cheng I Sao's reach also extended to the mainland, where she set up an extensive spy network and developed economic ties with farmers who would supply her men with food.

If Cheng I Sao's business practices were exemplary, then her system of pirate law was nothing short of revolutionary. The code of conduct she wrote for her men prescribed much harsher punishments than previous pirate laws had. A disobeyed order was cause for beheading (as was stealing from the common plunder), and deserters stood to lose their ears. Ironically, Cheng I Sao's most famous laws applied to the taking of female prisoners. Ugly women were returned to shore, free of charge. Attractive captives were auctioned off to the crew, unless a pirate personally purchased the captive, in which case they were considered married. Of course, if that pirate cheated on his new bride, Cheng I Sao had him killed.

The not-so-bitter end

Murder, thievery, and intricate crime syndicates will eventually garner the full attention of the law, and Cheng I Sao certainly had the authorities on her tail. But, here again, she proved more successful than her male counterparts.

Cheng I Sao repelled attack after attack by both the Chinese navy and the many Portuguese and British bounty hunters brought in to help capture her. Then, in 1810, the Chinese government tried a different tactic - they offered her universal pirate amnesty in exchange for peace.

Cheng I Sao jumped at the opportunity and headed for the negotiating table. There, the pirate queen arranged what was, all told, a killer deal. Fewer than 400 of her men received any punishment, and a mere 126 were executed. The remaining pirates got to keep their booty and were offered military jobs.

As for Cheng I Sao, she retired with her loot and her new husband (former righthand man, Chang Pao) and opened a gambling house. She died peacefully in 1844, a 69-year-old grandmother.

For more *mental_floss* articles, visit mentalfloss.com



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Continued...

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Company News:


I want to announce, that Oddzial Osmy has now its official US distributor of our 1/600th models - [PicoArmor.com](http://www.picoarmor.com) (<http://www.picoarmor.com>)

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Best regards
Marcin Kazmierczak
"Oddzial Osmy"






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R.Wayt Smith, Daniel Trout,

Writer Guests

Tom Amos, Apokillypse, Glen Bane,
Terry Bane, Rod Belcher, Elizabeth Blue, Deborah
Callaway, Steve Cross,
Paul Dellinger, Greg Eateroff,
Robert Fanne'y, Gina Farago T.J. Glenn,
Jack Hillman, Pamela Kinney, John Lawson,
Ron Malfi, Malik, Karen McCollough,
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"I know I've made some very poor decisions recently, but I can give you my complete assurance that my work will be back to normal."
- Hal; 2001 A Space Odyssey.

Issue 168
November 2007
October 2007 circulation was: 670,112 readers, who read 1.90 million articles, generating 36.8 million hits.

Articles

November 2007 FEATURES

Sounds like a fairy tale

ARTICLES. Four classic Fairy Tales Rapunzel, Cinderella, The Emperor's New Clothes and Billy Goats Gruff are updated by contemporary writers - Ed Roe, Richard Pinto, Anil Gupta, Debbie Horsfield, Jeremy Dyson and brought to life by British actors Bernard Hill, Geraldine James, Shaun Williamson, Lee Ingleby, Charity Wakefield, James Nesbitt, Maxine Peake, Charity Wakefield, Denise Van Outen, Harriett Walter, Liz White, Mathew Horne, Paul Nicholls and Sarah Smart - for BBC One.

Naomi Novik interviewed

INTERVIEWS. Fantasy author Novik on winning the 2007 John W. Campbell Award, getting her Temeraire books optioned by Peter Jackson, and the use of dragons in Napoleonic alternative realities.

Resident Evil: Extinction (Frank's take)

FILM REVIEWS. Well, muses Frank, the Resident Evil movie series finally reached its trilogy status. This is not exactly something worth notifying the American Film Institute about anytime soon. No doubt the action-packed adventures of Milla Jovovich's curvaceous cutthroat zombie-zapping eliminator has its ardent following. Otherwise, there wouldn't be the existence of Russell Mulcahy's sci-fi snoozer Resident Evil: Extinction, a ludicrous and over-extended action-adventure that feasts on its boisterous banality.

The Seeker: The Dark Is Rising (Frank's take)

FILM REVIEWS. Can somebody say Harry Potter Lite? Well, there's no doubt that director David L. Cunningham's (The Path to 9/11 miniseries) flimsy fantasy-actioner The Seeker: The Dark Is Rising will invite inevitable comparisons to J. K. Rowling's beloved and bespectacled Boy Wizard. Frank discovers this sparse superpower saga lacks the eye-popping definition and worldwide intrigue that made Harry Potter and his pithy pals both literary and cinematic sensations.

Job By Degree

FICTION. A short story by GF Willmetts.

Marrying authors to their market: A genre perspective

ARTICLES. You'd think it would be easy - in the science fiction and fantasy field - to publish a book that appeals to science fiction and fantasy fans, the traditional 'core genre market'. After all, isn't every fantasy novel just a retelling of The Lord of the Rings and every science fiction novel just Star Wars by another name?

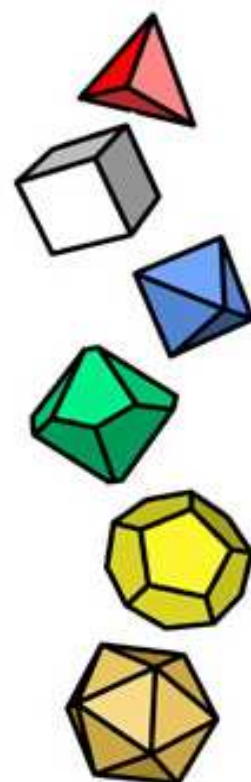


In a perfect world,
wars are fought
with miniatures,
arguments are settled
with dice,
and life
is all of that stuff you do
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NOVAG FRIGHT FIGHT

by Tom Bolles



Set high on the northern plains, the Allied Races Resistance Group (ARRG)'s final outpost in the north had been besieged by the Orc Alliance Front (OAF) for months. After hearing word of an approaching relief column, the OAF command decided to make one final push to take the city. The ARRG wizard Tim Colburn, with his able comrade Kyle, attempted to hold the line. Dwarf gunners and Elfsh troops supplemented the mostly human force defending the city. Frank Bolles led a cavalry sortie harass the OAF rear. Greg

Taylor, with Robert DiStasio to his right, pushed hard to reach the hill top defenses. To the left of the main OAF thrust, Tom Bolles pressed forward to the hill. With the sudden arrival of the ARRG relief, he launched his dinosaurs into the on-coming relief column with his infantry pressed for the hill. Wizard Jim Retzer and Rudy Segaar shielded the OAF left. Jim used his magic to help fend off the advance of Roxanne's centaur-led troops. Using his rock-throwing trolls as fire-and-forget weapons, the wizard's creatures held up Roxanne's troops, then stampeded through the ARRG's Swamp Thing. On the far left, Rudy advanced out of the woods to meet the Bob's largely archer force.

As the battle progressed, Rudy was able to delay the archer's before him by trading orcs for time. Bob's force was slowed but remained largely intact. Rudy ended up with few effectives beyond his greater demon. Roxanne and Jim traded heavy blows. Jim seemed to come away slightly better than Roxanne's mounted troops. With the Swamp Thing finally getting to the front lines and no immediate backup for Jim's forces, ARRG troops had a more or less clear path to Tom's assault troops. This had the potential to disrupt the attack on the hill. Tom had to consider bleeding off units from the attack to protect the flank. Tom had managed to cross the defensive ditch and get a subheavy unit on the hill. Two more were about to advance up the hill, but Kyle's A class knights were preparing to drive them back.





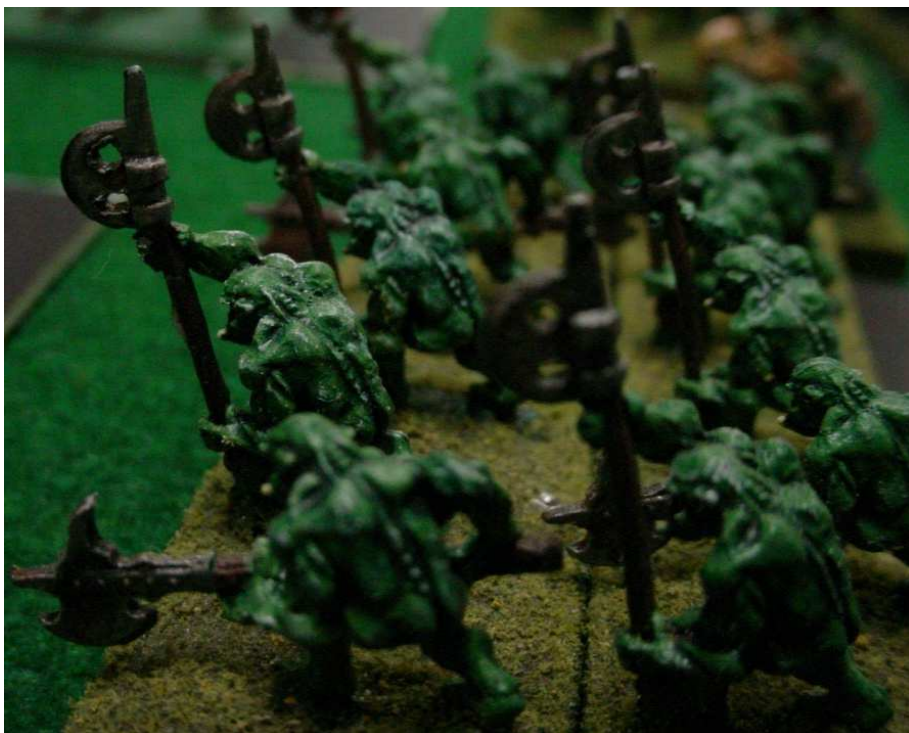
NOVAG FRIGHT FIGHT

by Tom Bolles

Continued...

In the center, Tim's Dwarf cannons boomed throughout the battle. Even as his wizardry couldn't stave off the pressing weight of Greg's orc and goblin horde as it reached the hill. To the OAF's rear, Frank's cavalry swung a little too wide but chewed it's was through wolf riders. On the OAF flank, Robert's forces got bogged down and they pushed to the edge of the defensive ditch.

As night fell, the situation was in doubt on both sides. Would a few more turns have effected an OAF breakthrough up the hill? Or would the ARRG relief have crashed into the flank and rear? Like the number of licks it takes to get to the tootsie roll center of a tootsie roll part, we'll never know...



Bob Evans hosted the NOVAG Halloween Fright Fight on October 12th using modified Might of Arms rules. The always-popular event seems to always draw a crowd. While victory could easily be argued for either side, everyone enjoyed the fray. We all look forward to next year.





3rd Annual FoW day at the US Army Women's Museum

Saturday 19 Jan 2008

The Battle Barn Gamers will be sponsoring the 3rd Annual FoW day at the US Army Women's Museum, Ft Lee, Virginia and all are invited.

USAWM Web site:

<http://www.awm.lee.army.mil/>

Theme is "**The Relief of Stalingrad Oct-Nov 1942**" Forces to be played are: (MW) 2000pt, USSR vs. German, Italian, Hungarian and Romanians. No AFV's or weapons used in combat after 1 Dec 1942 will be played. This restriction is on the honor system. Please try to play within the Game Day Theme.

I will set up terrain tables representing the Steppes of Mother Russia; one table will have a small city. Scenarios and opponents will be assigned before the games begin. Each game will have a 2.5 hour time limit. For a 2000pt force this means a fast moving game! I want each player play to two games. Once the first round is over we will have a lunch break then fight the second round.

If you do not have an army for this time period you may join up and fight alongside another player. Multiple players will be allowed

Schedule of events:

1. Arrival time: 0800-0900
2. Scenario and opponent set up: 0930
3. Round One Game Time: 1000 sharp! Game last 2.5 hours!
4. Lunch: 1230-1330. Money will be collected and Pizzas ordered.
5. Round Two Game Times: 1400 Sharp
6. Awards: 1700
7. Clean up: 1730

Awards will be given by Players Voting for:

- Best Winning General
- Best Losing General
- Best Painted Army Played

Please RSVP by COB 11 Jan 2008, if you are going to attend and let me know what 2000pt force you will bring, USSR or Axis? This will allow me to figure out how many tables and how much terrain will be needed for the next weekend.

RSVB to Ron Bingham: WK (804) 734-4411 or e-mail Ronald.bingham@us.army.mil



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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.

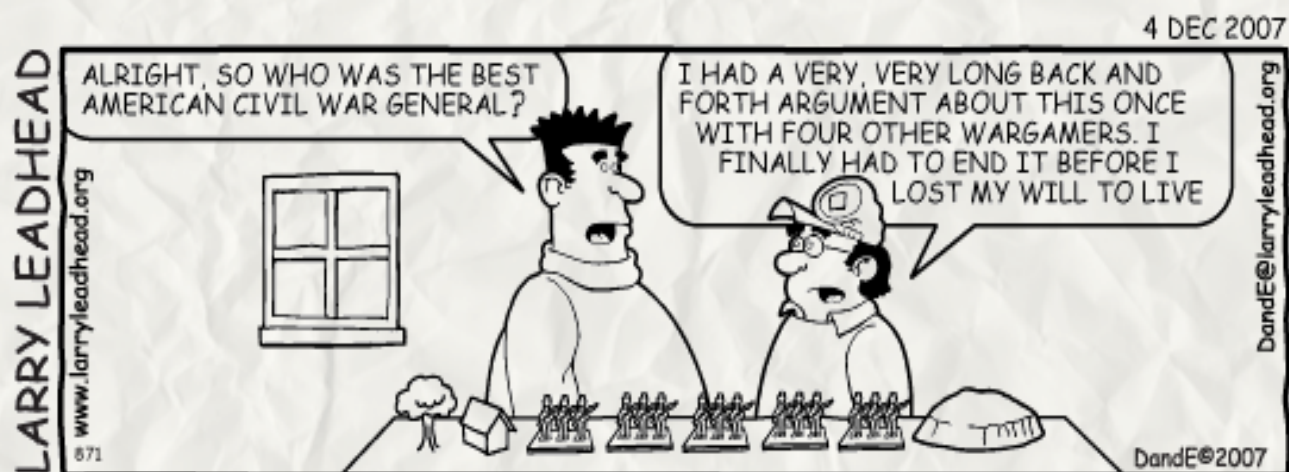
For a one-time sample copy of the free monthly push, write to the same address." If you want to take the time, you could also add your comments about the push.

In solidarity, bill s.



LARRY LEADHEAD

by Doug Hamm & Eric Hotz



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PRUSSIAN DRAGOONS AND HUSSARS

by Jim Purky

Der Alte Fritz Journal (<http://altefritz.blogspot.com/>)

I've been asked to post some pictures of the Suren Prussian dragoons and the Stadden hussars for the SYW, so without further ado, here are some pictures that I took this evening. The first shot depicts two 18 figure squadrons of DR2 (dragoon regiment no. 2), also known as *Jung Krakow*. The officer leading the parade is the Prussian mounted officer from the Elite Miniatures range of SYW Prussian infantry. Although the latter is a 28mm figure, you can see that the Elite and the Suren are comparable in size. This allows one to add some of the musicians and other figures from one range to the other.



Suren/Willie 30mm Prussian Dragoons with Elite Miniatures Officer

The next two pictures depict the same Suren dragoon, with the top picture showing the Prussian dragoon trooper and the bottom picture showing the same figure converted to the cornet, or standard bearer. The latter figure is holding a *GMB Designs* standard. The white standard is the *liebfahnen*, or the inherber's personal standard. The regimentfahnen has more color: predominantly yellow background with red flames. The musket is probably too long for a carbine, but it can be clipped down to the proper size. Or order the banded musket or carbine from the RSM95 range of figures via The Dayton Painting Consortium. These are nicely detailed firearms that look more up to date on these old school figures from the 1970s.



*Suren Dragoon Trooper (left)
and same figure (right)
with GMB Designs flag.*



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PRUSSIAN DRAGOONS AND HUSSARS

by Jim Purky

Der Alte Fritz Journal (<http://altefritz.blogspot.com/>)

continued...

The next set of photos (see cover) depict the Stadden (or Tradition, as they are sometimes called) SYW Prussian hussars in fur busby and mirliton. The hussar in the busby is painted as HR2 (hussar regiment no. 2) Zieten Hussars, whose inheritor was the famous Prussian hussar general, Hans Joachim von Zieten. They are sculpted wearing the pelise, or short outer coat, over the red dolman, which we cannot see. On campaign, the pelise was rarely worn, except when the weather was cold. So the typical picture of the pelise draped across one shoulder and flying wildly through the air is nothing more than artistic license.

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Stadden Prussian Hussar (HR5) on H4 horse.

The hussar in mirliton is a very elegant, well proportioned figure that is one of my all time favorites. The arm is cast straight out to the side, but with a little bit of careful bending, you can point the arm forward in the classic "en pointe" pose. The swords are a bit flimsy, so I cut them off and replace them with pin swords. Simply clip off the sword, file the hilt area flat, then drill a small hole with a pin vise tool for the first part of the operation. Then, take a common sewing pin and smash it flat with a hammer. Clip off the flat head so that your pin sword is the desired length. Now for the important part: take a small file and file away the silver plating on the pin at its base (the part where you intend to glue it into the pin hole). This gives you a bare metal on metal bond when you apply the super glue and makes for a stronger bond. If you don't file away some of the plating, then the bond is not as good and the pin sword may eventually fall out. Sometimes pin swords do fall out, particularly if they've stuck someone really, really good. (I like to paint some red on the tip of a couple of pins and then tell people that it is real blood, he, he, he...). Simply take the old pin, file away the old glue and reglue into the socket, or make a new pin sword. It's very easy to do.





REVIEWS for Casemate

by Tara Lichterman

Campaign Chronicles

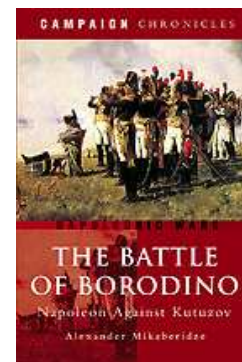
BATTLE OF BORODINO, Napoleon Against Kutuzov

Alexander Mikaberidze

November 2007; Specifications: 6 x 9; 288 pages; 50 illustrations; 978-1-84415-603-0; \$50 hardback; Pen & Sword Books distributed by Casemate

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J. David Markham ,Historian/Author, www.NapoleonicHistory.com



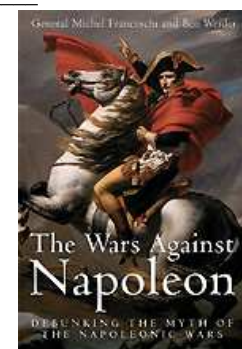
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Planes and Pilots 9

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REVIEWS for Casemate

by Tara Lichterman

Continued...

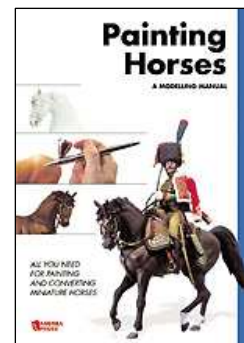
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How to Paint Fantasy Miniatures

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"...With excellent photos and quick tips, I really commend the Andrea Press writers and editors for making a reasonably priced introduction to fantasy miniatures. Recommended to all miniature builders and a must for those (like me) in love with fantasy characters. "

D Morrisette, IPMS 33653 10/07



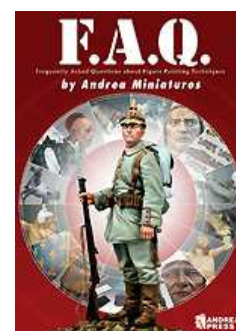
F.A.Q. FREQUENTLY ASKED QUESTIONS ABOUT FIGURE PAINTING TECHNIQUES

Publish Date January 2007; Specifications: 8½ x 11¼ ,152 pages,full color throughout,

978-849652791-1,\$49.95,paperback,Andrea Press distributed by Casemate

"...This is definitely a comprehensive manual that will be of great help for miniature figure painting enthusiasts. It is appropriate and recommended for all ranges of abilities from novice to master and is a well thought out reference."

D Morrisette, IPMS 33653 10/07



WEHRMACHT & SS - Caucasian, Muslim, Asian Troops by J. F. Borsarello Heimdal, distributed by Casemate 160 pages. \$39.95 hardcover, ISBN 978-2-8404-8219-2.

French-English text, color/black-and-white photographs, maps, bibliography.

"...The authors cover the subject with a knowledge and completeness military historians as well as collectors of military memorabilia will find uniquely informative and satisfying. Collectors of militaria will appreciate especially the photographs of unit patches and related insignias and the ones of fezes and other ethnic garb which became a part of the uniforms of the foreign soldiers...."

Henry Berry, book reviewer 11/07



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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 or ezine, in color with no more printing costs, folding, handling, and postage. A major cost savings which we pass on to you by dropping the annual membership dues so yes, membership is free! As members of the gaming community you can do more for the hobby by submissions and let the world read about it.

We will be needing your help with this new format in the way of articles, reviews, news, and photos to fill the pages for our magazine to work. One important aspect of our hobby is its visual medium from the colorful miniatures and gaming terrain so that is why I am asking that all articles and reviews please include color photos or graphs just like the "professional" magazines such as "Miniature Wargames", "White Dwarf", and "Historical Miniature Gaming" which photos are used to show off their articles. Articles without photos are still gladly accepted but something to think about.

For ideas, here is a list of types articles (but not restricted to) that we 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 your clubs 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.

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 at dluff20164@yahoo.com