

NOVAG
Issue 61



THE GAMERS CLOSET



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





Cover: Battle scene from one of the games held on NOVAG Winter Game Day; photo by LTC Charlie Torok

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2008 Schedule (due dates):

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]





PRESIDENTS COLUMN

by Tim Tilson

From the Club President

Well I hope everyone had a good time at Cold Wars. This year there was no snow. NOVAG will host its annual Spring game Day on May 17th at the Game Parlor in Chantilly. We will charge a \$3 cover charge with the proceeds being used to buy Game Parlor Gift Certificates. I hope to see many of you there. If you wish to run a game please contact me soon. Once summer is over TRIADCON will be held over the Labor Day weekend.

Here is a note from Mike Hillsgrove about it:

On the weekend of the 5th of September 2007, the TriaDCon organizing group will be hosting a gaming event that is greatly revised in it's mission, site, and structure. The focus of this event, titled "TriaDCon - A Gathering of Friends" will be to showcase the area's clubs and groups for the specific purpose of recruiting, enhancing the hobby, and growing the hobby. It is in many ways an invitational event, as all of the gaming clubs, groups and societies will be asked to participate. The location will be the second floor gaming area of Games and Comics and Stuff in the heart of Glen Burnie. The website for the store is <http://gamesandstuffonline.com/> and is located at

Games and Comics and Stuff
7476 Baltimore Annapolis Boulevard
Glen Burnie, MD 21061
410.863.7418

There is a very large FREE parking garage next door that is almost always empty, plenty of food within walking distance, and the site is exceptionally easy to find.

The events will be showcase, eye candy events, preplanned and well advertised. We are asking each group, to include all of the miniature groups, RPG groups, and local GCOM's to come, hang your banner with ours, and to sponsor an event. This invitation is not a general announcement yet to gamers. It is MY PERSONAL INVITATION to all of the clubs to participate in the planning, running, and the sharing of the benefits of meeting area gamers who might just want to game with us on a weekly basis if they only knew about us.

For more information, contact Mike at info@aocmwc.com



Club Directors and Officers

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

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

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

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



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

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

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

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





NOVAG SPRING GAME DAY

Historical Miniatures Gaming



17 May 2008

10AM – 6PM

Location: The Game Parlor-Chantilly
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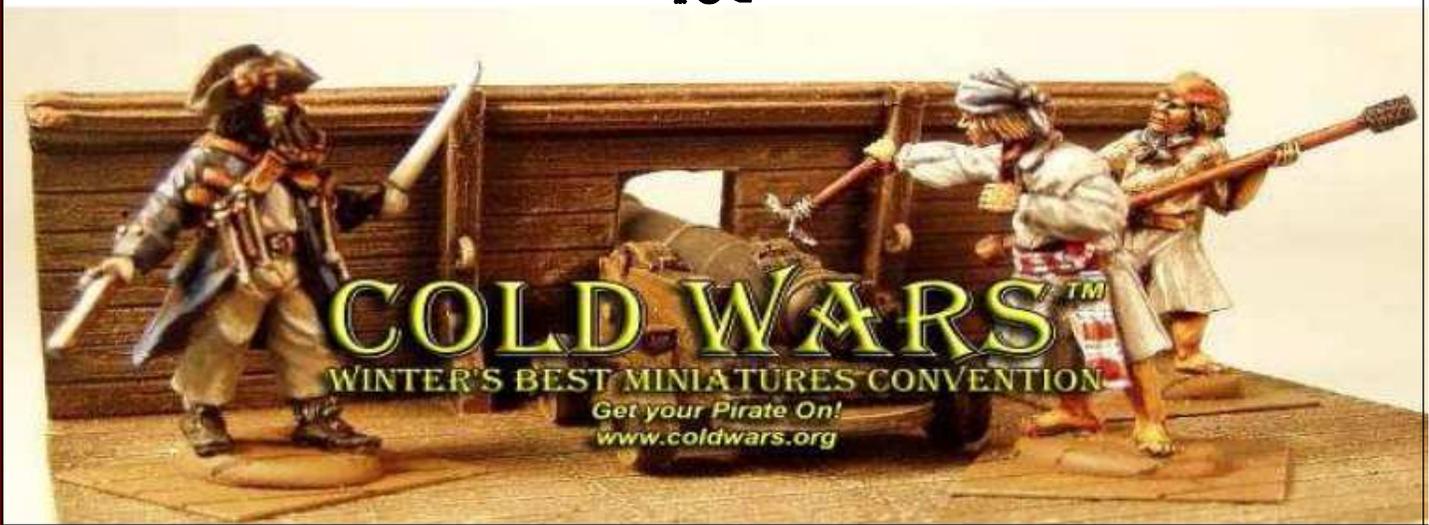
**GMs contact Tim Tilson at hmslydia@msn.com
to host a game**

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

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

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

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



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



Some going's on that might be of interest to ye!

- 1,000 of participation games
- Brian Whitaker, Guest of Honour
- Pirate Events
- Tournaments
- Huge Exhibitor Hall
- Flea Market
- Seminars
- Women's Army Museum
- HMGS Painting University
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.

If ye be needin' to pull into port for a spell....

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The Game Parlor Chantilly- Tuesday

The Washington Gamers Association and Game Club of Maryland offer board games starting at 6:00 pm. See www.washingtongamers.org for further details.

The Game Parlor at Chantilly- Wednesday

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

The Game Parlor at Chantilly - Thursday

Flames of War/Warhammer 40k 15/25mm Jorg Duezenon

The Game Parlor at Chantilly- Friday

DATE	Era	Scale	Rules	Host
Mar 7	NO GAME DUE TO COLD WARS CONVENTION IN LANCASTER PA???			

Although rumor has it that Greg Taylor will not be going to Cold Wars and may be running a WWII Skirmish game.

14 Mar	Ancients	15mm	MofA (1200 pt table)	Mischo/Taylor/Patton
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Scenario: Knights Templar's with Armenian/Arab allies against their Knights Hospitalist and Teutonic Knights.

14 Mar	Ancients	15mm	MofA (1200 pt table)	Tilson/DeWitt
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Scenario: Frankish Sicilian vs Ayyubid Egyptian.

21 Mar	WWIII	6mm	Fist full of TOWS	Mischo
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Scenario: TBD

21 Mar	FPW	15mm	F&F	Wynn/Patton
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Scenario: TBD

21 Mar	Star Wars		Rognlie	
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Scenario: Richard will be playtesting his home rules "They Came From... Behind" Star Wars combat using the Constructible miniatures from WizKids and a heavy mixture of Canvas Eagles/Check your 6 influence.

28 Mar	Napoleonics	15mm	Nap Battles	Meymarian
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Scenario: TBD

28 Mar	Colonial	25mm	TS&TF	Tilson
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Scenario: Battle of Jamrud. The NW frontier before it was British. Sikhs vs Afgans in this "Beta" test of the scenario.

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

The Game Parlor at Chantilly - Saturday

22 Mar WWII BOARDGAME DC Conscripts

The DC Conscripts host a monthly gaming session for Advanced Squad leader that alternates between the stores in Chantilly and Woodbridge. March will be at TGP-C starting at 10:00. For further info see: www.dconscripts.org.

22 Mar WWII/SYW 15mm Jorg Duenzen

Games start at 6:00 pm.

The Game Parlor at Woodbridge - Thursday

Ancients/Midieval DBM 15mm Rob Cunningham

Games start at 7:00 p.m.

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.

Eagle and Empire - Friday

AT 43, Warhammer 40k and Classic Battle Tech. Starting at 7:00 p.m.

Fantasy Role Playing:

The Greater Washington DC RPG group runs a monthly RPG event in DC called the RPGala. There are around 8 games each month, some are campaigns, some are one-shots. The session covers all genres and systems. There are usually have 2-3 games of D&D. Examples of other games: Savage Worlds, Shadowrun, Werewolf, Spirit of the Century, Dogs in the Vineyard, GURPS, Star Wars, Battlestar Galactica, Ars Magica, Exalted, Wild Talents, and d20 Modern. They are always looking for new players and GMs and would be happy to set aside a spot at a future meeting for you to run any game you would like. They are also looking to expand into the farther suburbs of Virginia and Maryland so if you would be interested in helping out with that, please let us know. For complete info, please go to: <http://roleplayers.meetup.com/400/>





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Flea Market: Bustling hobby bargains galore, over all four days.

Military Seminar Series: Seminars presented by noted authors, historians, game designers and other hobby luminaries (such as noted international military author René Chartrand, Guest of Honor).

Tournaments: Offering those for DBA, DBR, WAB, WECW, Wargods, Warrior, SAGA, plus others.

Flames of War: Battlefront Miniatures will be holding their FoW US National Tournament at HISTORICON. Plus a final qualifying round for those that could not get in prior, a midwar invitational event, and other regular FoW games - enough WWII for all who eagerly game FoW!

Painting: Classes, events and contests for all levels of skill, from beginner, intermediate or even advanced, including terrain.

Osprey Publishing: Visit their info booth for everything on the Field of Glory rules, sneak previews of the latest releases and daily competitions with great prizes. Or check out the Field of Glory demos and tournament, and the Osprey latest developments seminar.

For more info, go to: www.historicon.org



AREA GAMING CLUBS

Maryland

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

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

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

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

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

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

Silver Spring Civic Guard. POC Ed Mueller 602 Lanark Way, Silver Spring, MD 20901, Phone at work (703) 907-2621, edmuell@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.

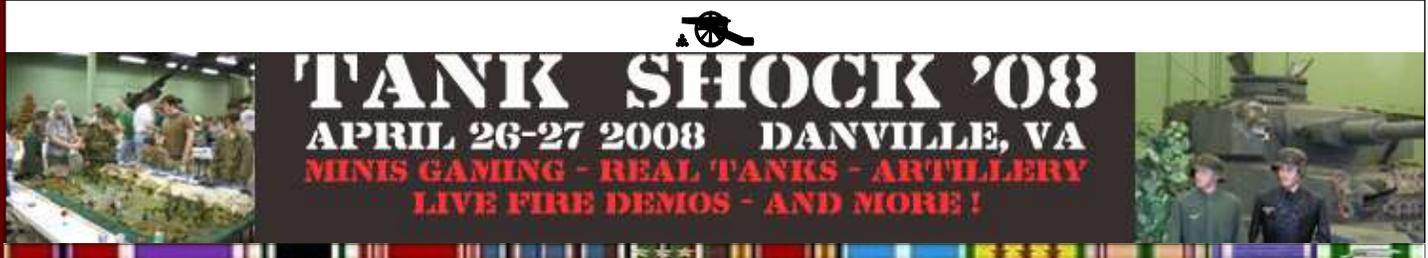
Wellington Wargamers. POC Andrew Birtle, 1908 Jamestown Rd, Alexandria, VA 22308, ph (703) 765-3726.

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>.





This is an annual gaming event held at the American Armoured Foundation's museum in Danville, Virginia. As always, the next event will be held in conjunction with the museum's annual Military Extravaganza event, 26/27 April 2008, featuring demonstrations and displays of military equipment including armoured vehicles and live-fire of vintage weapons-even a working flamethrower! There are also some large wargames held inside the building using RC tanks on their own landscaped "board". Tank Shock 2007 was our second annual gaming event and we had a great time. Tank Shock 2008 promises to be even better, with more games and an even larger raffle for attendees. To our knowledge, this is the only site in the US where gamers can attend a gaming event in the same building as real tanks and artillery. Directly adjacent to the gaming area are such items as an M18 Hellcat tank destroyer, a pair of Korean War vintage US 8" guns, and German PaK40 AT gun among other interesting equipment and vehicles. The museum has vehicles, artillery, uniforms, and small arms from WW1 through the modern era on display. There are also several veteran tankers who will be in attendance to answer questions about what armoured warfare is like as well as reenactors in authentic uniforms and equipment portraying infantry and other branches of different periods

Admission: Attendees may either pre-register or pay at the door. Pre-Registration is \$12.00 for the weekend, and includes entrance into the entire museum display area as well as the Extravaganza events. Admission at the door is \$12.00 per day which likewise includes admission to all museum displays and events. For Pre-Registration, email the gaming event coordinator Pat Walther (patwalther@earthlink.net)

General Gaming Information: Tank Shock 2007 starts Saturday, 26 April at 10am and runs from 10am to 5pm both Saturday and Sunday. Any historical miniatures game that is "armour-centric" or features armoured vehicles is welcome in any scale. Games depicting possible trends in armour development in the future are also welcome, as are other games that don't focus on armoured vehicles. To schedule a game, please email the gaming event coordinator Pat Walther (patwalther@earthlink.net). The general public will be in attendance to this event, so be sure to run something that is will appeal to passers-by as well as being something easy to learn. This is a golden opportunity to introduce the public to historical miniatures gaming. The museum is very excited that we include interested event attendees in our games. Overall event attendance in 2007 was over 1600, the museum is expecting to double this for 2008.

Raffle: Tank Shock 2007 featured a raffle that included prizes ranging from painted 15mm resin buildings to 28mm Corgi Shermans. We raised over \$160 for the museum and our next raffle will be even larger.

Vendors: There is a militaria show held at the Extravaganza and a number of dealers who bring items of interest to miniatures gamers including books and model kits. Include some room in your budget for some shopping if you can, you never know what will turn up!

Hotel Information: Host Hotel for this event will be Innkeeper North Piney Forest Road Danville - 434-836-1700
Event code: Tank Museum. Free Deluxe continental breakfast.

Make your reservations as soon as possible!

Location: The AAF Museum is located at 3401 US Highway 29B, Danville, VA 24540. Check out their website here - <http://www.aaftankmuseum.com/index.html>

Any questions? Contact the event coordinator/museum liaison, Pat Walther (patwalther@earthlink.net). We hope to see you in Danville!





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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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

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Check for our next 40K tournament



LOCAL GAMING STORES

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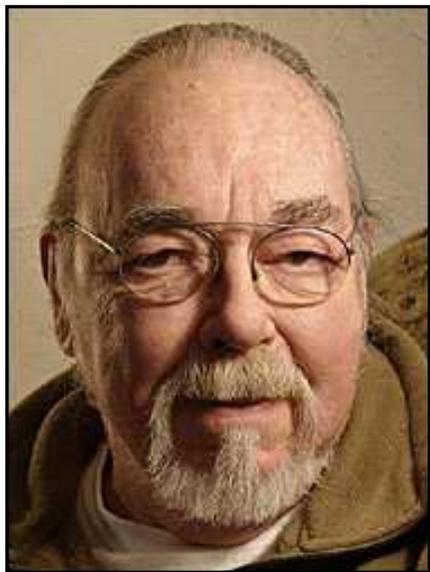


Gary Gygax, Game Pioneer, Dies at 69

Gary Gygax, a pioneer of the imagination who transported a fantasy realm of wizards, goblins and elves onto millions of kitchen tables around the world through the game he helped create, Dungeons & Dragons, died Tuesday at his home in Lake Geneva, Wis. He was 69.

His death was confirmed by his wife, Gail Gygax, who said he had been ailing and had recently suffered an abdominal aneurysm, The Associated Press reported.

As co-creator of Dungeons & Dragons, the seminal role-playing game introduced in 1974, Mr. Gygax wielded a cultural influence far broader than his relatively narrow fame among hard-core game enthusiasts.



Before Dungeons & Dragons, a fantasy world was something to be merely read about in the works of authors like [J. R. R. Tolkien](#) and Robert Howard. But with Dungeons & Dragons, Mr. Gygax and his collaborator, Dave Arneson, created the first fantasy universe that could actually be inhabited. In that sense, Dungeons & Dragons formed a bridge between the noninteractive world of books and films and the exploding interactive video game industry. It also became a commercial phenomenon, selling an estimated \$1 billion in books and equipment. More than 20 million people are estimated to have played the game. While Dungeons & Dragons became famous for its voluminous rules, Mr. Gygax was always adamant that the game's most important rule was to have fun and to enjoy the social experience of creating collaborative entertainment. In Dungeons & Dragons, players create an alternate persona, like a dwarven thief or a noble paladin, and go off on imagined adventures under the adjudication of another player called the Dungeon Master.

"The essence of a role-playing game is that it is a group, cooperative experience," Mr. Gygax said in a telephone interview in 2006. "There is no winning or losing, but rather the value is in the experience of imagining yourself

as a character in whatever genre you're involved in, whether it's a fantasy game, the Wild West, secret agents or whatever else. You get to sort of vicariously experience those things."

When Mr. Gygax (pronounced GUY-gax) first published Dungeons & Dragons under the banner of his company, Tactical Studies Rules, the game appealed mostly to college-age players. But many of those early adopters continued to play into middle age, even as the game also trickled down to a younger audience.

"It initially went to the college-age group, and then it worked its way backward into the high schools and junior high schools as the college-age siblings brought the game home and the younger ones picked it up," Mr. Gygax said.

Mr. Gygax's company, renamed TSR, was acquired in 1997 by Wizards of the Coast, which was later acquired by Hasbro, which now publishes the game.

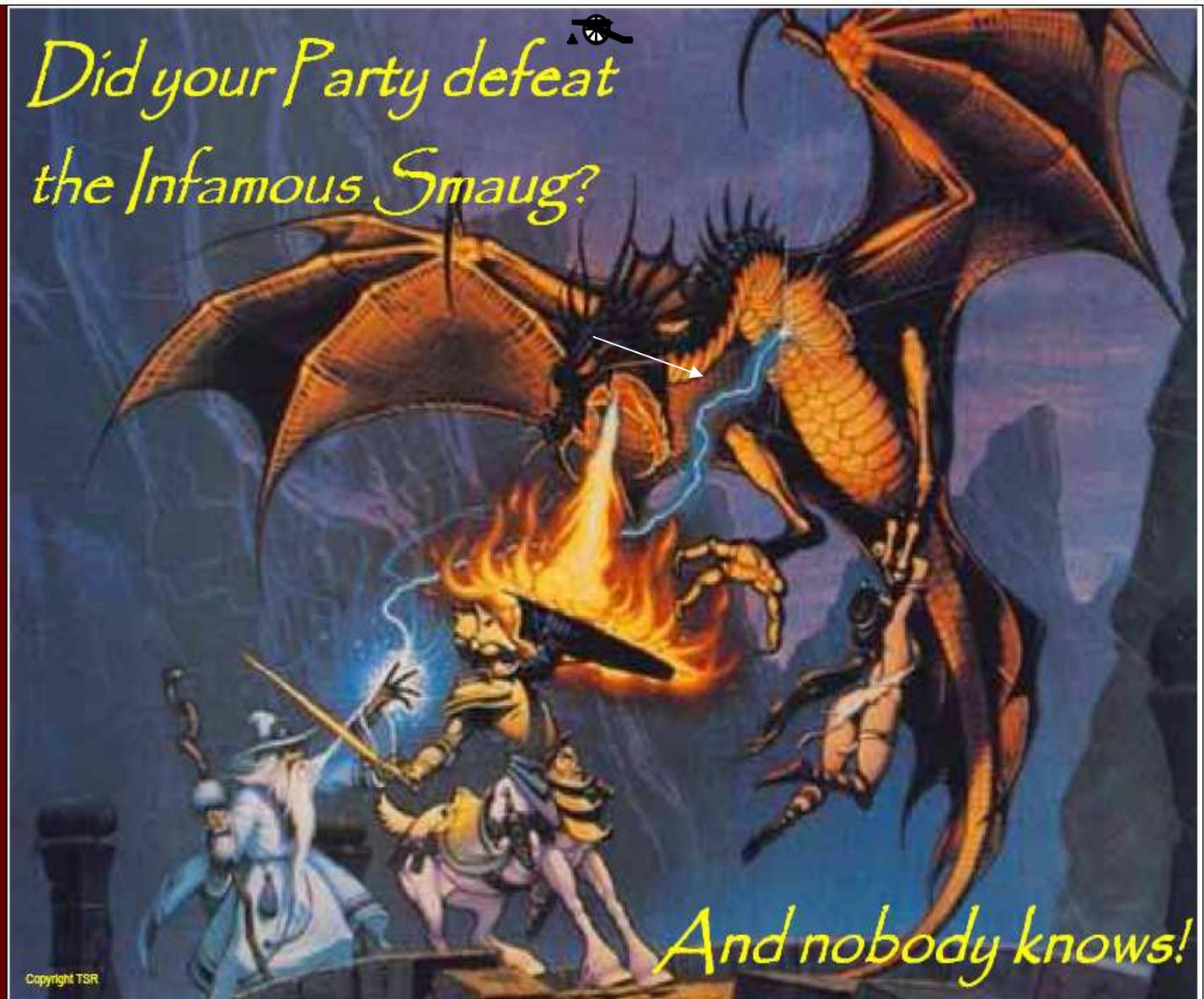
In addition to his wife, Mr. Gygax is survived by six children: three sons, Ernest G. Jr., Lucion Paul and Alexander; and three daughters, Mary Elise, Heidi Jo and Cindy Lee.

These days, pen-and-paper role-playing games have largely been supplanted by online computer games. Dungeons & Dragons itself has been translated into electronic games, including Dungeons & Dragons Online. Mr. Gygax recognized the shift, but he never fully approved. To him, all of the graphics of a computer dulled what he considered one of the major human faculties: the imagination.

"There is no intimacy; it's not live," he said of online games. "It's being translated through a computer, and your imagination is not there the same way it is when you're actually together with a group of people. It reminds me of one time where I saw some children talking about whether they liked radio or television, and I asked one little boy why he preferred radio, and he said, 'Because the pictures are so much better.' "

Editor: I started out playing D&D when I was in the military at Fort Hood and ROK. Spent many hours with good friends slaying orcs and cracking jokes.... He will be missed.

*Did your Party defeat
the Infamous Smaug?*



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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.



HOLD THE PRESSES

Michael Koznarsky

Good news, bad news, good news - Craig Martelle, of Gauntlet International fame, has completed law school and has already found himself a job! Congrats to him!

The bad news is that he won't be selling any more of the awesome, one of a kind books on the Russian Civil War. Too much time involved with work and just not enough time to devote to the hobby.

The second good news is that the books are now available through Military History Books, in England. Check out the website at:

www.militaryhistorybooks.com The RCW books will be listed in a couple of weeks, so look for them there. The owner, Gillian Knight, wrote to say that she will keep the prices as competitive as possible. Most of the RCW books are very light so postage from England shouldn't be overwhelming.

More of this good news involves a 10% discount on all purchases through 30 June 2008!!!!

What's the catch? None, really though Gill is offering this discount and asks that we reference "Historical Miniature Gamer Magazine" to take advantage of this great deal. Also note that this discount applies only to orders directly to Military History Books and not via third parties such as Amazon or AbeBooks etc. where they also list their inventory.

So, check out his website to see all the books she offers (the ECW and interwar books look particularly interesting!), look for the awesome books that were formerly found through Gauntlet International and when you make a purchase, please mention "Historical Miniature Gamer Magazine" to get a 10% discount.

Enjoy!



By Jay Mischo

Attached is the first battle report of the campaign written letter style from the Polish commanders point of view to his wife.

My Dearest Anna,

Today we have begun the liberation of the West. I believe now that there can be no turning back until the decadence of Western Imperialism is tromped under foot once and for all.

That which has kept me from you these past weeks is indeed more than an exercise. Forgive me please for lying to you, but I did not want you to worry needlessly. If today is an example than we shall achieve much in the next few days and shall return to Warsaw as conquering heroes, liberators of the oppressed masses of the West. And for our part, the Soviets will no longer be able to hold us in contempt. We shall do much for Poland and our peoples.

Last night we crossed the Elbe River with my own division leading the crossing. There was great confusion as might be expected but I personally intervened at a critical moment as my two lead regiments became intertwined on the road. Hmmmm, I dare say like that Patton fellow in the movie your brother brought from the Denmark last summer. He had the soul of a Pole!

After crossing the Elbe, we laagered for the night between the towns of Hitzacker and Neu Dachau. General Sobieski and the 15th crossed in parallel with us and laagered between Hitzacker and Dannenberg. The weather has been cold and damp but we are in high spirits. This morning my boys launched themselves as lions at Dutch forces that attempted to stand in our way.

Our progress was less than I hoped but ground was gained and my boys have gained valuable experience from the day. But I will have to write some letters to families other than my own yet this evening. Do you remember young lieutenant Poniatowski of the reconnaissance battalion, and Captain Pratz who kissed your sister under the mistletoe last Christmas? They were with the lead elements as they came into contact with the enemy at a small town on the road to Bleckede, one of our intermediate objectives. Fighting was heaviest among the valiant heroes of this regiment. We suffered almost 300 casualties in taking this town alone. I should not burden you with my weight at the loss of so many good Poles. I am both relieved that you are not here my love and at a loss for missing you. Such a time your caress and the scent of your hair would relieve so much of my burden.

We were told by Soviet intelligence that the Dutch army was unionized and would not fight. Apparently, no one instructed the membership that they were on the wrong side. From what my commanders tell me they handled themselves well. Standing firm when in their best interests and “shooting and scooting” when it made the most sense. We had been briefed on this tactic at Command and Staff school but I had no idea it could be so effective. None-the-less, my darling, we gained ground. Not all the way to Lauenberg and Luneburg as directed. Yet, we gained a good 15 kilometers today and with 15th Mechanized Division expanded our front from a mere 20 kilometers to over 30 kilometers and with sufficient depth for remaining divisions of the army to pour through behind us. As our front expands we shall have more room to maneuver and then our might shall be everywhere as we envelope and crush these Dutchmen and their wooden shoes. Yes, my darling wooden shoes were reported to be among the dead and prisoners that we have taken. Can you imagine such poverty as to have to wear shoes made of wood? Their industry shall have to be collectivized and proper shoes distributed among them.

I lead the fight my darling, please light a candle for me and ask Father Kowalski to say Mass for my boys this Sunday.

Your loving husband,
Janos Pietrowski
15th Mechanized Division, Commanding



Independent Tank Regiment of T80's and supported by T12 anti-tank guns.



www.ikthalionpress.com

Sherman Oaks, California

Presenting the **CHILDREN OF THE DRAGON** series by T. M. Moore, a chronicle of the Xosan, humanoid vampires from the ancient planet Antellus who were once human but transformed by a dragon's blood. They are adventures of action, espionage, horror, romance, science fact and fantasy, myth and history; set in a universe as real as the reader's own and intermixed with real historical events.

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These books in the CHILDREN OF THE DRAGON series are scheduled to be released for distribution this year:

Book 4: **RED DRAGON** - The year is 1984. Michael Burton is a reporter who becomes part of the story when he covers the war between the dragon tongs in Chinatown San Francisco. He falls for a beautiful Chinese cop who tries her best to protect him, and forms an unlikely alliance with the Red Dragons. But against the evil leader of the Black Dragons there is no defense. Michael soon finds that he is more than just a man when he must fight to save the woman he loves. 150 pages, paperback, \$10.95.

Book 5: **THE QUEEN'S MARKSMAN** - A Victorian adventure of espionage and mystery spanning ten years. In 1878 Robert St. John enlists in the British army to serve in Afghanistan, but along the way meets two strangers who change his life forever. He distinguishes himself as a hero but loses the love of his life. When he is knighted and awarded a medal for his acts of heroism, he is recruited to fill a very important position in government. But Robert is stalked by the villainous Count Vladimir Drakulya, who has other plans for him. He almost loses everything, but finds his purpose again when he reunites with an old friend to help rid London of the evil haunting it. 148 pages, paperback \$12.95.

Book 6: **THE BLACK WITCH** - Charity Rakhm is a young English girl who learns about womanhood the hard way when her father and fiance' are murdered by the infamous Blackbeard the pirate. Sold into slavery, she becomes a chambermaid to a woman of means who is murdered, and she is framed for it. Now a fugitive and alone in the world, Charity rescues a hostage named Alexander, who offers her the dragon's blood. In time she becomes the captain of the most fearsome pirate ship on the Caribbean Sea. 128 pages, paperback \$11.95.

Book 7: **VIRUS** - The year is 2361. Megan Thereau is a journalist who is invited to Nagrasanti to cover an important debate, only to discover that the peaceful community is threatened from within as well as without. The dragon's blood is calling for its due on the eve of their emergence from isolation and exile, while an adept of an ancient evil tries to invade and destroy the peace they have built. Megan learns that she herself is different, and that her greatest gift lies with her compassion for others. Her search for true love ends not with a human but with a Xosan. 104 pages, paperback \$9.95.

Coming in Spring/Summer 2008 - Book 8: **WRITTEN IN BLOOD** - In 1645 Alexander Corvina goes to Tibet to persuade his father Lucien to rejoin the world of men. They travel together to France, but the situation there deteriorates rapidly, and by the end of the ancien regime in 1792 it is dangerous to be mistaken for aristo. Alexander must try to help his father and his sisters emigrate to England before they all meet the blade of Madame la Guillotine, aided by that demmed elusive Scarlet Pimpernel.

These books are rated M/R for violence, some adult content and blood. Visit: <http://www.ikthalionpress.com> for more information.

NONFICTION BOOKS Now in Print: "**A BOOK OF FIVE RINGS: A Practical Guide to Strategy** by Miyamoto Musashi" - A modern translation of the original five books by Musashi as re-interpreted by author T. M. Moore, with a black & white gallery of Musashi's art, and art prints by Japanese artists of the 19th century celebrating the life and environment of the most famous samurai and kensei (sword saint) of them all. The book also contains essays on the history of Japan, kendo and bushido, as well as the religious traditions of Japan that shaped Musashi's philosophy. Suitable for readers aged 12 and over. 99 pages, TP ISBN 978-0-6151-7236-1; \$12.95.

About the author: T. M. Moore is an avid reader and writer of science fantasy adventure and a fan of genre films. She writes in a strong visual and cinematic style that brings the reader into her fictional world but leaves room for the reader's own imagination, ever with the mission to educate as well as entertain.





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:

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1723 Ashford Lane
Crystal Lake, IL 60014

Paul Petri
Ziethen1@comcast.net

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AFTER ACTION REVIEW



GAMERS' INTERNATIONAL NEWSLETTER



NOW ALL TOGETHER

Pete Panzeri , Editor



My next War-gaming project

by Charlie Torok

One of the problems with getting older is that the smaller scale figures begin to look, well small. I got tired of moving around all the individual bases for my 15mm Napoleonic troops (mounted for the old Empire rules at 50:1 scale). The mounting is designed for infantry and cavalry Regiments and artillery batteries. Depending on what nationality the range in figures per regiment can be anywhere from Russian units of 16 figures to Austrian regiments of 54 figures. Batteries range from 6 guns up to 12 guns, and cavalry units from 8 to 12 figures.



[Units w/o trays – Swedish division]



[French artillery and infantry regiment trays]

Having to move 4 to 18 stands of figures for each regiment (games can be as large as say a recreation of Waterloo) gets extremely tedious and time consuming. At the non-tactical level of play it would be much easier to move entire units at a time.



[Dutch Militia regiment displayed on movement tray – 6 stands of 4 figures]

A year or so ago I began mounting metal stands to the bottom of the balsa wood stands I use for my troops. I did this primarily for storage and transport [See NOVAG Newsletter The Gamers Closet #56 page 40]. The metal stands combined with a magnetic “movement tray” allows me to moved formed units with one stand movement as opposed to many stands.



My next War-gaming project

by Charlie Torok



[Building "generic" movement stands]



[Mounting metal stands on bottom of balsa wood]

This allows me to move units (regiments or batteries) as opposed to individual stands. Once units get into the fight, go from column to line or stands are removed for casualties I can take them off the bases and use them as normal. I am making a generic pile of stands for varying units - probably up to 10 different size movement trays, some of the common sizes I will do 20+ of them.



[Examples of finished product – French infantry regiment and artillery]

I will test this system out for the first time during Game Day on 26 Jan at the Game Parlor; I'll have a full battle report on how it works out in the next newsletter.

You can reach me concerning this or other info at: charles.torok@us.army.mil



COURTESY PHOTOS

The original lion, symbol of the European Union's Nordic Battlegroup, left, has been altered after complaints.

ANATOMY LESSON OF THE WEEK

Lion loses his pride

The lion who serves as the symbol of the European Union's Nordic Battlegroup has lost a little pride.

As a result of a complaint filed in the European Court of Justice by a group of military women assigned to an international rapid reaction force, the Swedish army has altered the lion depicted on the unit's coat of arms to remove his visible male sex organ.

The newspaper Goteborgs-Posten reports the women seem satisfied, but the artist who designed the coat of arms is feeling emasculated.

"Once upon a time, coats of arms containing lions without genitalia were

given to those who betrayed the Crown," said Vladimir Sagerlund, of the Swedish National Archives. "A heraldic lion is a powerful and stately figure with its genitalia intact. I cannot approve an edited image."

His views did not seem to matter. A "tradition commission" was ordered to perform the surgery, using a computer to do a little digital snipping. The new genderless insignia is already being worn by members of the Nordic Battlegroup, one of 18 such EU units. It is made up largely of Swedish troops but also includes small numbers of military personnel from Finland, Norway, Ireland and Estonia.





George MacDonald Fraser, 82, author of 'Flashman' novels January 3, 2008

By Margalit Fox <http://www.iht.com/articles/2008/01/03/arts/obits.php>

Sent to us from: Phil Barker UK

"Fraser's latest book, "The Reavers," a non-Flashman novel, is scheduled to be published by Knopf in April."

Already out in Britain . It is a Hollywood-spoof Border Reavers novel, in a very similar style to his earlier "Pirates" . Also do not forget his magnificent autobiographical "Quartered Safe Out Here" describing his experiences in Burma in 1944/5, and the McAusalan books derived from his army days - which are not half as fictional as he claimed... He also wrote the screenplay for the "Three Musketeers", "Four Musketeers" and "Return of the Musketeers".

Phil

George MacDonald Fraser, a British writer whose popular novels about the arch-rogue Harry Flashman followed their hero as he galloped, swashbuckled, drank and womanized his way through many of the signal events of the 19th century, died Wednesday on the Isle of Man. He was 82 and had made his home there in recent years. The cause was cancer, said Vivienne Schuster, his British literary agent.

Over nearly four decades, Fraser produced a dozen rollicking picaresques centering on Flashman. The novels purport to be installments in a multivolume "memoir," known collectively as the Flashman Papers, in which the hero details his prodigious exploits in battle, with the bottle, and in bed. In the process, Fraser cheerfully punctured the enduring ideal of a long-vanished era in which men were men, tea was strong and the sun never set on the British Empire .

The Flashman Papers include, among other titles, "Flashman" (World Publishing, 1969); "Flashman in the Great Game" (Knopf, 1975); and, most recently, "Flashman on the March" (Knopf, 2005).

The second volume in the series, "Royal Flash" (Knopf, 1970), was made into a film of the same title in 1975, starring Malcolm McDowell as Flashman.

In what amounted to an act of literary retribution, Fraser plucked Flashman from the pages of "Tom Brown's School Days," Thomas Hughes's classic novel of English public-school life published in 1857. In that book, Tom, the innocent young hero, repeatedly falls prey to a sadistic bully named Flashman.

In Fraser's hands, the cruel, handsome Flashman is all grown up and in the British Army, serving in India , Afghanistan and elsewhere. Now Brigadier General Sir Harry Paget Flashman, he is a master equestrian, a pretty fair duelist and a polyglot who can pitch woo in a spate of foreign tongues. He is also a scoundrel, a drunk, a liar, a cheat, a braggart and a coward. (A favorite combat strategy is to take credit for a victory from which he has actually run away.)

Last, but most assuredly not least, Flashman is a serial adulterer who by Volume 9 of the series has bedded 480 women. (That Flashman is married himself, to the fair, dimwitted Elspeth, is no impediment. She cuckolds him left and right, in any case.)

Readers adored him. Today, the Internet is populated with a bevy of Flashman fan sites. Flashman's exploits take him to some of the most epochal events of his time, from British colonial campaigns to the American Civil War, in which he magnanimously serves on both the Union and the Confederate sides. He rubs up against eminences like Queen Victoria, Oscar Wilde, Florence Nightingale and Abraham Lincoln. For his work, Flashman earns a string of preposterous awards, including a knighthood, the Victoria Cross and the Medal of Honor.





George MacDonald Fraser, 82, author of 'Flashman' novels January 3, 2008

Cont...

Readers adored him. Today, the Internet is populated with a bevy of Flashman fan sites. Flashman's exploits take him to some of the most epochal events of his time, from British colonial campaigns to the American Civil War, in which he magnanimously serves on both the Union and the Confederate sides. He rubs up against eminences like Queen Victoria, Oscar Wilde, Florence Nightingale and Abraham Lincoln. For his work, Flashman earns a string of preposterous awards, including a knighthood, the Victoria Cross and the Medal of Honor.

Fraser was so skilled as a mock memoirist that he had some early readers fooled. Writing in The New York Times in 1969 after the first novel was published, Alden Whitman said:

"So far, 'Flashman' has had 34 reviews in the United States . Ten of these found the book to be genuine autobiography."

The son of Scottish parents, George MacDonald Fraser was born on April 2, 1925, in Carlisle , England , near the Scottish border. His boyhood reading, like that of nearly every British boy of his generation, included "Tom Brown's School Days."

In World War II, Fraser served in India and Burma with the Border Regiment. His memoir of the war in Burma , "Quartered Safe Out Here" (Harvill), was published in 1993.

After leaving the military, Fraser embarked on a journalism career, working for newspapers in England , Canada and Scotland . He eventually became the assistant editor of The Glasgow Herald and, in the 1960s, was briefly its editor.

Tiring of newspaper work, Fraser decided, as he later said in interviews, to "write my way out" with an original Victorian novel.

In a flash, he remembered Flashman, and the first book tumbled out in the evenings after work.

"In all, it took 90 hours, no advance plotting, no revisions, just tea and toast and cigarettes at the kitchen table," he said in an interview quoted in the reference work "Authors and Artists for Young Adults."

His other books include several non-Flashman novels, among them "Mr. American" (Simon & Schuster, 1980); "The Pyrates" (Knopf, 1984); and "Black Ajax" (HarperCollins, 1997). With Richard Maibaum and Michael G. Wilson, Fraser wrote the screenplay for the James Bond film "Octopussy," released in 1983.





WAR DECLARED AT US ARMY WOMEN'S MUSEUM

FORT LEE TRAVELER, 24JAN08

Playing War Games

By Mike Strasser, Staff Writer

This is not a game where you move red pegs along a board to sink your opponent's battleship. The Flames of War miniatures game requires battlefield strategy, tactical reasoning and just a little luck to ensure one's miniscule "band of brothers" survives the war. The U.S. Army Women's Museum brought a group of such strategists together Saturday for the third annual Flames of War Day.

"The Relief of Stalingrad was the theme of this year's competition and recreated that ferocious fight between the Soviet Union and the Axis forces on the Russian front in October - November of 1942," said Ron Bingham, tournament organizer at the museum. "The Germans held Stalingrad but were surrounded as the Russians prevailed. Over a million German troops were killed or captured."

After several hours of scenarios varying from free-for-all skirmishes to a trench fight, history was altered at the museum when the Germans won the battle over the Soviets. Joe Berry from Virginia Beach earned the first Germany victory of the day by forcing the Russians to retreat from the battlefield. Berry brought with him a Panzer-Grenadier company to wage war with, but his collection also includes Patton's Third Army and the 101st Airborne Division – depending on the tournament he is playing in. Shan Palmatier earned two victories for the Soviets. First using his anti-tank guns against the German Panzers in a free-for-all, then engaging in what he described as "a meat grinder," Palmatier defended his ground for the win. Palmatier traveled from Silver Spring, Md., for the tournament and said the competition is always enjoyable and worth the drive.

"It's also a good thing that I have a very forgiving wife," he said.

J.D. and Patrick Martin had a shorter deployment from Chester, and was the tournament's only father-son team. Patrick, 15, was also the youngest among the players.

"Our second battle was not quite the massacre as the first," said Patrick, midway through the second round.

The Martins lost their first battle but recouped after the lunch break for a close victory with their German SS Panzer Company from the Wiking Division. Things were bleak when their opponent brought in the Russian reserves, but timely air support and some good dice rolls ended the fight in their favor.



After battles were decided, competitors watched the outcome of other games, or discussed lessons learned and strategies from previous scenarios. Most players are incredibly knowledgeable of the actual events behind the battles, and the miniatures are crafted and detailed with historical authenticity, said Bingham. An added bonus he said, was that it provided an opportunity for the gamers to learn a little quartermaster history as well.

"This was certainly a plus for us at the museum because it not only brought them in for the competition, but they – as well as the family and friends who came to watch – were able to tour both museums."





NEW FUNDRAISER PROGRAM LAUNCHED

by Rob Weigend

Owner of Game Parlor

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

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

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



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

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

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





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GREATER WASHINGTON DC RPG GROUP

To all those who are interested I wanted to let you know about the Greater Washington DC RPG group. We run a monthly RPG event in DC called the RPGala. We have around 8 games each month, some are campaigns, some are one-shots. We cover all genres and systems. We usually have 2-3 games of D&D. Examples of other games we have had at these events include Savage Worlds, Shadowrun, Werewolf, Spirit of the Century, Dogs in the Vineyard, GURPS, Star Wars, Battlestar Galactica, Ars Magica, Exalted, Wild Talents, and d20 Modern.

Our March RPGala is on Sunday, March 16th from 12:45-5pm at the MLK Jr. Library at 9th and G streets in Washington DC. Our games this month include D&D, 1st Ed. AD&D, Minimus, Don't Rest Your Head, Street Fighter, and Manhunter(d20 Future, fast paced, gritty sci-fi). Attendance is by RSVP, so see the link below.

We are always looking for new players and GMs and we would be happy to set aside a spot at a future meeting for you to run any game you would like. We are also looking to expand into the farther suburbs of Virginia and Maryland so if you would be interested in helping out with that, please let us know. For complete info, please go to:

<http://roleplayers.meetup.com/400/>



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Lone Star Historical Miniatures is an association of gaming clubs in Texas. Currently there are active chapters in San Antonio, Austin, College Station, Houston, Midland, Dallas, and Waco.

The individual gaming clubs are free to organize and run themselves as they see fit. LSHM is an umbrella organization that exists to support its member chapters. Some clubs like Austin, Houston, and San Antonio meet weekly and other clubs meet less frequently and/or on a more ad hoc basis.

In addition to local club meetings, LSHM runs an annual gaming convention, Millennium, and a number of regional tournaments. We run FOWFest, one of the longest running and most successful Flames of War tournaments in the U.S. We also support a summer enrichment program for the Alamo Heights Independent School District where we teach history classes with miniatures wargaming.

We have a very active club website, www.lshmn.net where we document our activities and distribute information supporting the chapters and the hobby.



Millennium X was a great success and we are all looking forward to Millennium XI. The tentative date for next year is November 7-9, 2008 and will once again be held at the Wingate Inn and Williamson Convention Center in Round Rock.

A giant thanks go out to everyone who helped to make Millennium X a huge success. More than 130 games were put on for the enjoyment of the gaming crowd. The hotel was sold out and the convention hall and vendor area was crowded with happy gamers. All the vendors I talked to were very happy with the show and we look forward to having them back next year. Some folks were wondering what happened to Little Wars. They had a fire in their strip mall the night before the convention. Happily they suffered no actual fire damage but they did have to contend with some smoke and water damage that forced them to cancel at the last minute. We look forward to having Little Wars rejoin our family of vendors next year.

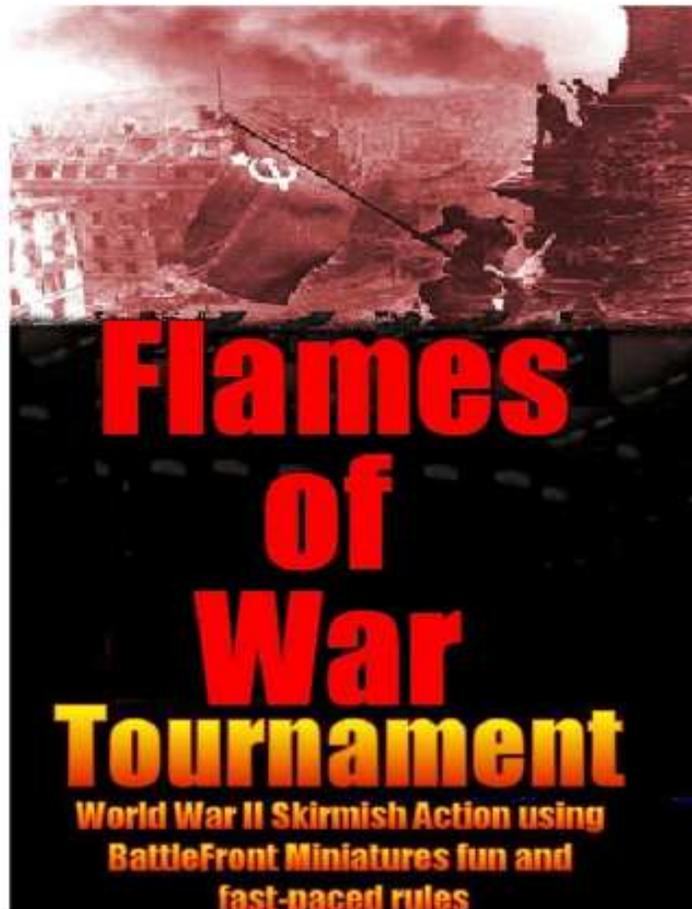
The LSHM Challenge had a great showing as well with numerous strong submissions. This is a friendly competition amongst the chapters to put on the best convention game at the show. Among all the great Challenge games, six would gather the most votes - Bosworth Field (Waco), Bronze Age (Austin), Operation Bagration (SA), Marlborough's Fate (Waco), A



Right Smart Little Fight (SA), and The Battle of Edgehill (Waco). Marlborough's Fate (Waco) was finally crowned LSHM Challenge winner for Millennium X. Great job by everyone.

Go to www.millenniumcon.com/MilliX_Slideshow/MILLENNIUMCONX2008/index.html if you would like to see a slideshow of all the great games and vendors at Millennium X.

Go to www.millenniumcon.com if you would like to visit our convention website. We haven't done much in the way of updates yet, but stay tuned; there will be lots of information posted there in the coming months.



FOWFEST 2008

Hard to believe but this will be the seventh running of our Flames of War tournament. This year it will be on April 5, 2008 in one of the empty storefronts next to GreatHall Games in Austin, Texas. Once again we will have both a mid-war and late-war division. This event is co-sponsored by GreatHall Games. Check the LSHM or GreatHall Games websites for updates and online registration.

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

Group photo from one of our FOW tournaments





USMA Wargames Committee Wargaming Convention

12 April 2008

When: 12 April 2008

Time: 0800-2300

Where: Thayer Hall, 4th Floor.

Admission Fee: \$15

(All proceeds go to support the Cadet Wargames Club)

The members of the Wargames Club would like to thank everyone that has supported the club over the last 31 years. Without the support from those that attend our event the club would be unable to attend events such as Fall-In or Cold Wars or add to its collection of gaming materials. On behalf of everyone associated with the club, Thank You. We hope to see you again this year at POINTCON XXXI.

Scheduled Events: (Stay tuned for additional updates)

25mm World War II Skirmish Games (Battleground World War II)

Retreat From Gavrus: British vs. Germans in Normandy.

Grandcamp, 8 June 1944 (Elements of 29th ID vs 352nd ID)

15mm Flames of War Event / Warriors Tournament (Ancients) / DBM Tournament / Advanced Squad Leader

PIRATES! (25mm Pirates, You know you want to play!) / Open Gaming

GAMEMASTERS: Please e-mail me at swaddell@pointcon.org if you would like to run a game at POINTCON XXXI.

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"Make and Take" – a free event for young modelers to build and take home a kit. Techniques demonstrations

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Juniors (17 and under) – free

Walk-in Registrations: \$6.00 per individual 18 and older, \$10.00 per family

Vendor tables: \$30.00 per table

Trophy Package Sponsorships: \$30.00 (\$20.00 for each additional)

For more information contact

Tom Henderson, 15491 Wheatfield Rd. Woodbridge Va 22193, 703 680-9354, tomhenderson1 @ comcast.net

Or Mike Neyland, 7414 Tomcris Ct., Springfield VA 22153, 703 455-6248, mjneyland @ aol.com

Rough schedule:

Doors open at 9:00am

Model registration ends at 12:00 noon

Judging begins at 12:30pm

Awards ceremony as soon as possible after judging is complete.

Judges Needed!

RavenCon 2008



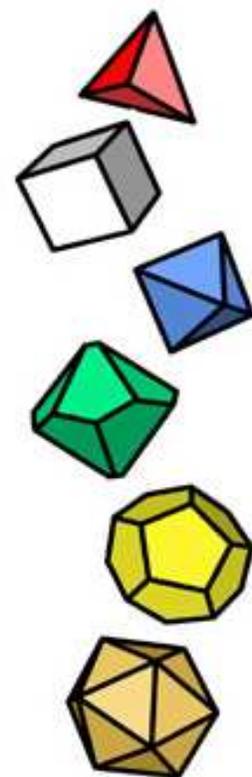
April 25 - 27, 2008 in Richmond, Virginia

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In a perfect world,
wars are fought
with miniatures,
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The world is **not** perfect.
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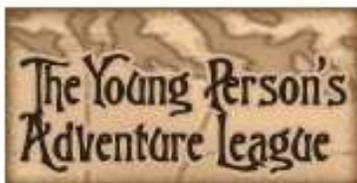


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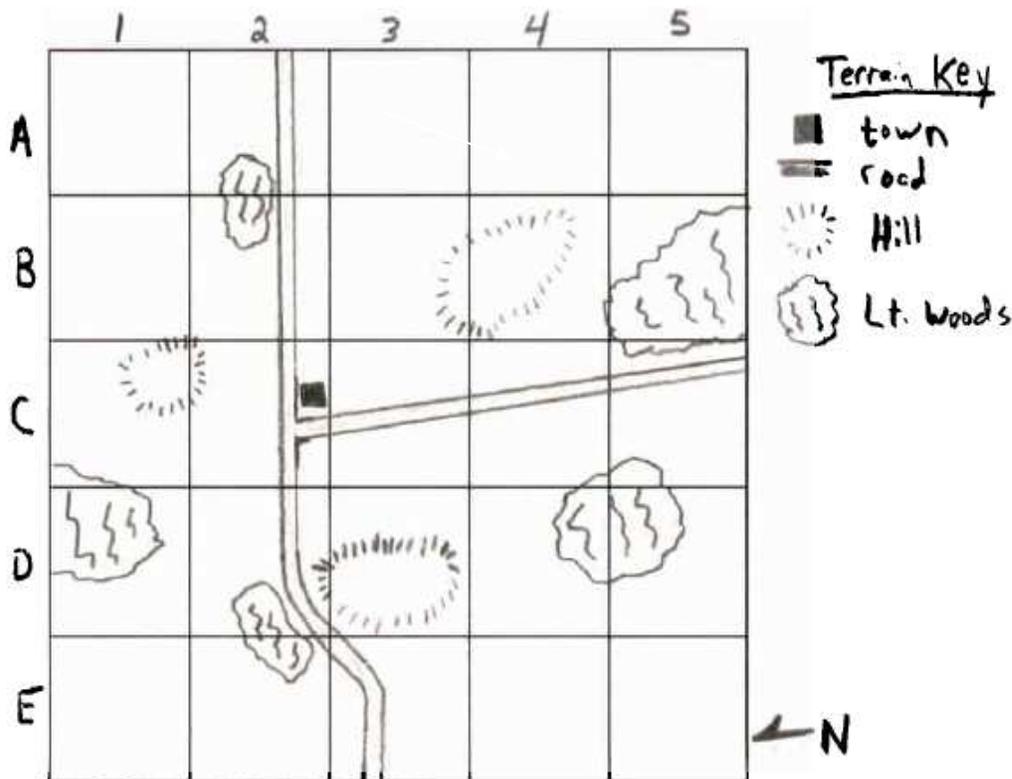




Emperor to the Rescue-February 1814 by Paul F. Elkin ©1999

This is a fictional scenario occurring during Napoleon's "Six Days of Glory." A French force has taken up positions to cover a key road junction to keep open the lines of communication between Napoleon and Paris. A Coalition force marching towards Paris encounters the outnumbered French and decide to attack. Luckily (for the French), the Emperor is nearby. This scenario is designed for 2-3 players/side.

The Map:



Map and Setup Notes:

- (1) The town has a "+2" combat modifier; all hills have gentle slopes; and, all woods are "light."
- (2) The Coalition setup first in column or march column anywhere in A1-A5. The French setup second in any formation with one Corps in C1-C3 and the remaining 1-2 Corps in D2-D3 no further east than the hill in D3. The Coalition is the first side.

Orders of Battle:

Coalition: one 300-point corps/player designed per house rules. The Army Commander is Blucher/Gneisenau: 10"E/G(10)+3/+2D (14" command span if 3 corps are present). The Blucher rule is in effect.

French: one 270-point corps/player designed per house rules. The Corps Commander whose corps is set up in C1-C3 is the overall Army Commander until turn 4; raise his response number to "10" and add 6" to his command span (9" if 3 corps present).

Special Rules for Emperor to the Rescue:

- (1) **Game Length/Sequence:** 1300-1800 (10 turns). The Coalition are the first side.
- (2) **Reinforcements:**

The following French reinforcements arrive in column or march column on the C5 road edge at 1500 (turn 4):

- French:** Napoleon: 23"E(10)+3D [Note: the "Napoleon rule" is in effect: the dispersal letter of all French units increase by one]
- | | | | |
|--------------------------|-----------------------|---------------|---------------|
| (1) Old Guard Division: | Curial: 3"A(7)+0 | 16 FrOG [5D] | |
| (1) Young Guard Div.: | Charpentier: 3"A(5)+0 | 16 FrYG [6D] | 16 FrYG [6D] |
| (1) Guard Lt. Cav. Div.: | Colbert2: 3"A(6)+0 | 12 FrGLC [4D] | 12 FrGLC [4D] |

(3) Victory Conditions:

The town is worth 2 VP and each hill is worth 1 VP. To control (or contest) a hill, a unit must be *completely* on the hilltop (not slopes).





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ONLINE ARCHIVE OF MILITARY HISTORY AND RELATED MAGAZINES



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.





IN DIGITAL AGE, AUTHORS CAN PUBLISH OVERNIGHT

By CANDICE CHOI; THE ASSOCIATED PRESS

NEW YORK - Getting a book published isn't the rarefied literary feat it once was.

New printing technologies are making published authors of legions of aspiring writers, a population that once toiled for years on tomes that might not see the light of day.

The vast majority of today's instant authors may sell only a few dozen copies of their books, but on-demand publishing is letting thousands realize the ambitions of generations of would-be writers.

On-demand publisher Lulu.com has churned out 236,000 paperbacks since it opened in 2002, and its volume of new paperbacks has risen each month this year, hitting 14,745 in November. Retail giant Amazon.com got into the game this summer, offering on-demand publishing through its CreateSpace, which was already letting filmmakers and musicians burn DVDs and CDs.

The programs are easy for just about anyone to use: Authors select basic options, including the book's size, binding style and paperback or hardcover. After the manuscript is uploaded, users go to a page where they select a font and design the book's cover. Even after a book has been printed they can fix typos for later printings.

Unlike vanity publishing, in which aspiring authors pay to have their books run on traditional presses, on-demand publishing doesn't have to cost writers a cent.

Publishers produce books only after they're ordered and paid for, which eliminates overruns and the need for warehousing. They charge for printing, or take a cut of sales, and they set up payment systems, online bookstores and Web marketing tools.

Some authors publish on-demand books in hopes of catching the eye of a major publisher. But not all writers who use on-demand publishers aspire to write the great American novel.

The system also allows small businesses to print high-end brochures, screenwriters to shop their scripts around and others to assemble wedding and other special-event books for friends and family.

"I'm just amazed I have the book in my hand," said Catherine Dyer, a 49-year-old Atlanta resident who co-authored a cookbook with her four sisters through Lulu.com. "I knew trying to get a traditional publisher would take ages. With this, I knew at the onset I could have a book in my hand."

"You Want Me To Bring a Dish?" - the sisters' 104-page cookbook - sells for \$22.76. They've ordered about 100 copies to stock stores around Atlanta and are promoting the book through local signings and radio appearances.

What makes self-publishing viable is the Internet, which gives writers instant access to audiences that share their same interests, no matter how obscure.

"It used to be, if you created a book about an obscure topic, your audience was limited. Now maybe you're part of an online gardening community, and you already have an audience of 5,000 who care deeply about roses," said Eileen Gittins, founder and CEO of Blurb.com, an on-demand publisher.

For most aspiring authors, a book deal with a major publishing house remains the ultimate dream, however.

Big companies like Random House Inc. or HarperCollins Publishers can promote authors on a national scale and get titles in major bookstores. Professional editors also polish copy in the traditional publishing world, a step that can transform a manuscript into a best-seller or perhaps a masterpiece.

"The value and cachet of being with a larger house is still something authors value," said Tina Jordan, vice president of the Association of American Publishers.

Users of Amazon.com's CreateSpace are listed the same way as literary giants online. Keyword searches will pull up self-published books along with those of Grisham, Shakespeare, Hemingway or Rowling.

The writers are willing to live with drawbacks that would drive a purist crazy. Printing quality can vary, with images possibly emerging denser or brighter in some copies. Some in the industry say the quality of on-demand publishing has improved greatly and few would be able to distinguish the difference from those printed on traditional presses. And on-demand books are priced according to their length, making them pricier than books printed en masse.

But Gittins said shoppers are willing to pay a little more for a book tailored to a specific audience.

"It's really an opportunity for people to get their creative content out there to millions of people," said Stacey Hurwitz, spokeswoman for CreateSpace.

On the Net:

www.Lulu.com

www.Blurb.com

www.createspace.com

Editor: I found this article of interest for those of you who are interested in writing a book or publishing a set of rules.





PLAYERS, STEP INTO THE GAME PARLOR

by Aalok Mehta

Special to The Washington Post; Friday, January 4, 2008;

Behind an unassuming storefront in [Chantilly](#), obscured from street view by shelves crowded with boxes, books and figures, experts and novices alike gather for a daily ritual. Excited chatter mingles with the sounds of rolling dice and riffling cards as people lead armies of fantastic creatures to victory or transform tiny colonies into massive empires.

This is the Game Parlor. Originally built to feed its owner's hobby, it has become one of the area's most popular places to play games.

The store sells a wide variety of games and related products, but the simple wooden tables dedicated to playing are the big draws.

Some visitors come for regular get-togethers or organized tournaments. Others have armloads of favorite games, hoping to find someone to sit and join them for a round.

You'll find a variety of activities in progress. In one area people play miniatures games (army games with painted figures), including Warhammer, Warhammer 40,000, Warmachine/Hordes and Lord of the Rings. In a different section are the role players, engaged in such games as World of Darkness and Dungeons & Dragons. And in another section you'll find collectible card games such as Magic: The Gathering and board games including [Puerto Rico](#), Settlers of Catan, Ticket to Ride and Power Grid.

It's a welcoming neighborhood hangout: a place to spend an evening, meet old friends and maybe make new ones. The store has even hosted Thanksgiving dinners.

"This is the place where all the gamers come," said Matthew Pascal, a bank teller, during a recent visit. He comes into the store about once a week. "You know everyone will have at least one thing in common."

People have fallen in love at the Game Parlor, says Rob Weigend, who founded the store with his wife, Cindy, in 1991. Weigend has been invited to gamer weddings and meets the children of people who first came to his shop as teenagers.

Weigend used have his own lobbying firm on [Capitol Hill](#). But as an avid game player, he faced a major problem: There was nowhere decent to play. So he hatched a plan for creating -- and financing -- a dedicated playing space.

"I started the store as a second business, not to make money, but to pay for a game room my club could play in," he said.

It caught on, and the store's success eventually led Weigend to leave lobbying. He has expanded the store twice, he says.

The shop has space for 86 players. Sometimes that's not enough, so Weigend's second shop, which opened in [Woodbridge](#) in 2002, features a more open design. That store can accommodate 120.

Sylvia Daniel, a blood bank specialist, says she comes by about four times a week, spending more than 20 hours there. Much of that time is spent leading role-players in the store's glass-walled back room.

The appeal, she says, is the game space and the social interaction, knowing that on any given day she can meet people open to trying new things.

"You can bring any game you've ever owned. There're usually people here who'll say, 'Sure, I'll give it a shot,'" she said.

Carl Murphy, a real estate title examiner, is another regular. He has visited the store about twice a week for six years, willing to play anything, though he leans toward war games.

"Most people who come here are good; they like to play games," he said. "They're competitive but didn't come here looking for a Saturday night fight. They just come here for fun."

Though he's busy running the two stores, even Weigend still sometimes gets to do what he really loves: play.

"Just not as much as I'd like," he said.



Game Parlor 13936 Metrotech Dr., Chantilly (in the Sully Place Shopping Center); 14400 Smoketown Rd., Woodbridge (in the Prince William Square Shopping Center) Phone:703-803-3114 (Chantilly) and 703-551-4200 (Woodbridge) Hours: Open daily 10 to 10 Game Parlor 13936 Metrotech Dr., Chantilly (in the Sully Place Shopping Center); 14400 Smoketown Rd., Woodbridge (in the Prince William Square Shopping Center) Phone:703-803-3114 (Chantilly) and 703-551-4200 (Woodbridge) Hours: Open daily 10 to 10





Titled: Colonel Clary-1815





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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