



Issue 62



FROM THE EDITOR

Welcome to another issue of *The Gamers Closet*. I know it's been awhile and that you may have noticed a few changes with the newsletter.

When I stated editing the newsletter my ideas were bigger than the time I had to dedicate to it plus I lost sight of the purpose of our newsletter and that included not supporting the members and activities of NOVAG.

The changes to the newsletter will include more articles and reviews which means I will need help from our club members so set your fingers to keyboard and send me those battle reports, product reviews, photos, etc.

I am also looking for gamers who would be interested in writing there own column on such things as their favorite rules, books, games... (hobby related) and besides supporting our newsletter you can generate interest and get more gamers to your table. We are more than a miniatures club so let's hear from our club members who enjoy CCG's, RPG's, and Boardgames.

I will focus on getting *The Gamers Closet* out on a bi-monthly schedule but that will depend on getting enough articles to justify its release. So lets say the ball is in our club members court to help out with our newsletter. I have set the due date for issue #63 for December 1 in time for a Christmas release...



PRESIDENT'S COLUMN

Local Conventions. I was not able to attend Assembly Point due to the weather, however reports from those who did attend reported a good sized turnout, and a well attended Flames of war Tournament. Congratulations to Mike Hillsgrove for his hard work on this event. NOVAG was represented by Roxanne Patton who ran a game. Hopefully more people will be able to attend next year. The following weekend, there was the large board game event, the Congress of Gamers in Rockville. I haven't heard anything about that. Any comments for anyone who attended?

Toy Soldier Show. NOVAG was represented at the annual Toy Soldier Show at the NOVA Community College in Annandale. We ran a table demonstrating historical miniatures with s short game of Brits vs Zulus. The crowd appeared to be a little off from last year. However the models were absolutely gorgeous. There was a wide variety of figures and dioramas with lots of WWII and sci-fi. If you haven't see this event, I would strongly recommend it when next year rolls around.

Club Treasurer. Tom Bolles has served for the last few years as our treasurer. However, in September he departed for Afghanistan. He will be working with an NGO under a USAID contract on the school system. Robert DiStasio has agreed to serve as Treasurer until the next election. Thanks to Tom for his service and to Robert for volunteering to help.

Elections. The club will conduct an election for the board of directors at the Winter Game Day. This is tentatively scheduled for January 24 at TGP-W.

Winter Game Day. We have tentatively scheduled our annual Winter Game Day for January 24, 2009 at TGP-W. I am just awaiting final confirmation. If you want to run a game contact either myself or Brian DeWitt. We will again charge a nominal fee (\$3) a cover charge. The money raised will be augmented by some from the treasury to purchase TGP gift certificates for our the raffle.

Newsletter of the Northern Virginia Gamers (NOVAG)





TABLE OF CONTENTS

The Gamers Closet

Cover photo: ACW game sponsored by Roxanne held at the Game Parlor, Chantilly, VA.

Page 1: Editor and President Report
Page 2: Table of Contents / Upcoming Conventions / Club Directors
Page 3: Area Gaming Clubs
Page 4: Area Hobby Stores
Page 5: **My next War-gaming project** by Charlie Torok
Page 7: **THE INVERTED V on our AFV's** by Pete Panzeri
Page 8: **BATTLE FOR JUTLAND** (1988) by Pat Callahan
Page 14: **LOCAL NEWS**
Page 16: **Southern Front Gallery** from Nicholas Waun
Page 17: **Books in Brief** by Tim Tilson
Page 18: **COLDWARS 2008: 3 - 5** by Robert J. DiStasio, Jr.
Page 23: About The Gamers Closet

Issue #63 due date is 1 December 2008

- Send your contributions, articles, reviews, photos to the editor at [dluff20164 @ yahoo](mailto:dluff20164@yahoo.com)
- For information that is time sensitive feel free to use our message board on yahoo at NOVAGList

NOVAG logo by Nicki of Red Zone Games

UPCOMING CONVENTIONS

Weekend in the Realms; October 25th, 2008 at each of The Game Parlor stores. Coordinator raven0282@yahoo.com

EURO QUEST VI; November 6 - 9, 2008 Timonium, MD <http://euroquest.gamesclubofmd.org>

HMGS FALL IN Convention; November 7-9, 2008, Gettysburg, PA. www.fall-in.org (*Editors note: we could use a reporter to cover this show to include a convention report and photos for our next issue*).

HEROCON 2008; November 8 - 9, Glen Burnie, MD. Info: <http://herocon.devermore.net/herocon.html>

NOVAG Winter Game Day January 24, 2009. The Game Parlor in Woodbridge Details TBA

Williamsburg Muster; February 6-8, 2009. See <http://www.odms-club.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





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/vzeqnab>

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

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

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

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

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

Virginia

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

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

Dulles Wargaming Club. The point of contact is Ben Lacy, 43326 Butterfield Ct. Ashburn, VA 20147, phone 703-282-9208 or blacy@adelphia.net. 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>.

~Is your club missing?





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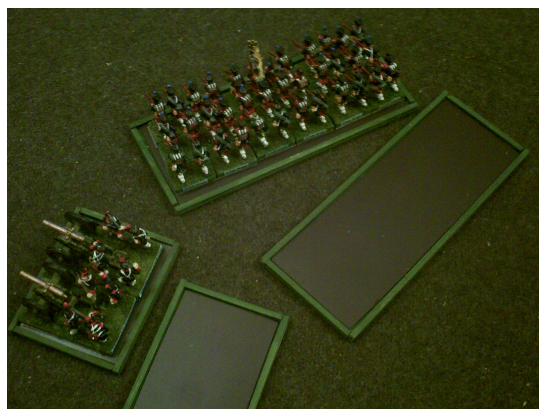
My next War-gaming project (January 2008)

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"



My next War-gaming project (January 2008)

by Charlie Torok

Cont...

allows me to moved formed units with one stand movement as opposed to many stands.



[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





THE INVERTED V on our AFV's

Question: Do you know the origin of the inverted V that we put on our vehicles?

Answer: Ah, the old inverted V trick! A good question for MILITARY.COM.

I know this because I was there in 1991 painting over the old right-side-up V's on vehicles just before Desert Storm. For many years, we used to use a "V for Victory" on all forces of a multinational operation (rather than US Star, German Cross etc.) The V was simple, easily recognizable and a cinch to paint on with nothing more than some masking tape and paint. However, during Desert Shield – our Arab Coalition allies refused to use it, since the Israeli's had used it themselves against them in several of the Arab-Israeli War engagements (that I suppose they'd just as soon forget.) So we all just inverted the damn V and moved on from there!

Pete Panzeri, U.S. Army, infantry





BATTLE FOR JUTLAND

Prologue - Part 1

by Pat Callahan

Scenario game using the modern miniatures rules "Fistful of TOWS 2"

Battle For Jutland

Prologue – Part I

August 23, 1988

In an attempt to draw NATO reserves and airpower away from their landings on Zealand, at the Dawn of August 23, the Soviet 37th Guards Motor Rifle division, the lead element of the 6th Combined Arms Army, launched an attack on the West flank of NATO's lines on the Jutland peninsula. Initial progress was good – the division's BMP regiment, backed by the DAG and RAG disordered several British territorial battalions, opening the door for the division's regiment of T-72 tanks to move through the gap.

NATO had been ready for such a move. The 2nd Marine Division, in rested and in reserve since its withdrawal from Norway on day 10, was available for commitment. Elements of the division were sitting 40 miles offshore, preparing for a potential counter-stroke on the west coast of Jutland. As it became clear that local reserves would not be able to stop the fresh Soviet division, CinCNORTHAG decided to commit his floating reserves.

The 6th Marine Regiment came ashore west of Hojer, north of the canal. Their landing was screened by remaining elements of the UK Territorials. Their objective – drive towards Rudbol, seizing the major bridge over the canal.

This scenario covers the initial contact, as the Marine 2nd LI Bn and the 1/6th Marines make contact with the 2nd BTR regiment as it deploys after coming across the bridge.

Khaki square indicates actual battle area

Yellow line is Danish/German border

Light blue is direction of Marine thrust

The two parallel blue lines represent the bridge over the canal in the town of Rudbol.

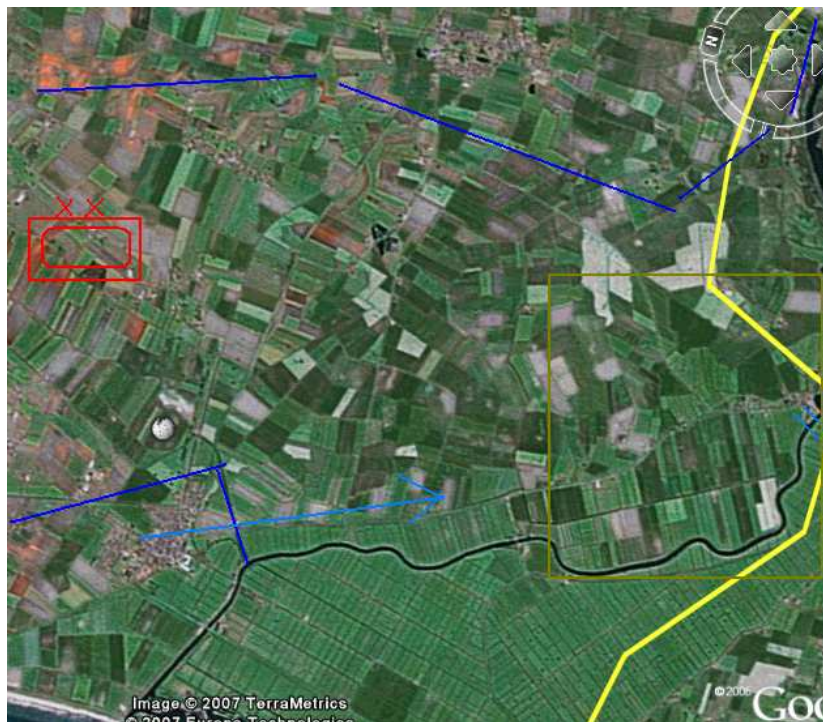
SOVIET BRIEFING

Warsaw Pact Objective:

Hold both sides of the bridge at Rudbol. Keep the road west (until the junction) and north of the town clear of NATO forces.

Warsaw Pact Units

Initial



All deploy anywhere within 12 inches of Rudbol

Elements, Divisional AT Bn

2 T-12 100mm AT guns, 2 prime movers

3 BRDM-2/AT-3C

Elements, Division Headquarters

3 Rifle stands

Divisional Supply Column (includes Tank Regt supply column)

Set up south of canal

6 Gaz-66

6 URAL-375

3 URAL-375 fuelers

2 BRDM-2, 1 SA-9 (attached elements)

Elements, Divisional AA Bn

1 SA-6

1st Battalion, Divisional Artillery Group

3 2S3 Gvozdika SP 152mm guns

Artillery Battalion, 1st BTR Regiment

Set up at road junction west of Rodbul

3 2S1 SP 122mm guns

Enter south eastern map edge, turn 1

1st Bn, 2nd BTR Regiment

Tank Bn, BTR Regiment (T-72)



BATTLE FOR JUTLAND

Prologue - Part 1 & 2

by Pat Callahan

Cont...

Enter north map edge via road, turn 2
BTR Regt Recon Co

Enter south eastern map edge, turn 2
2nd Bn, 2nd BTR Regiment

Enter south eastern map edge, turn 3
3rd Bn, 2nd BTR Regiment

Enter south eastern map edge, turn 4
AT Co: 2 BRDM-3 AT-3C

Available off-board from turn 1:
Army Artillery: 2 batteries of 130mm M-46 guns

Available off-board from turn 3:
Artillery Bn, 2nd BTR Regiment: 3 2S1 122mm SP

NATO BRIEFING

Begin On Map
Elements, HMA(L)-269: 2 AH-1T Sea Cobras

Enter Turn 1, along southwest edge of map

2nd Light Armored Infantry Regiment
HQ: 1 LAV-C
Mortar Battery: 2 LAV-M
Scout Section: 2 LAV-25 (may act as FO)
AT Section: 4 LAV-AT
3 Companies, each: 3 LAV-25

Enter Turn 2, along southwest edge of map

1/6th Marine Regiment
HQ: 1 Command Stand, 1 HMMM WV, 1 FO
HMMM WV
3 Companies, each: 2 LVTP-7, 3 Rifle stands, 2 Dragon stands (attached)
Mortar Battery: 2 81mm mortar stands, 1 LVTP7
Support Elements: 2 HMMM WV w/HMG, 2 HMMM WV w/Mk19 AGL

Note: Support elements may dismount to become Mk19 AGL stand or HMG stand

Attached:

B Co, 8th Marine Tank Battalion: 3 M60A3 TTS
Section, AT Plt, 8th Marine Tank Battalion: 3 HMMM WV
TOW

Available Turn 3 or Later

1 A-7 Corsair w/cluster bombs

1 A-4 w/cluster bombs
Epilogue; August 23

Turn 1; Conclusion

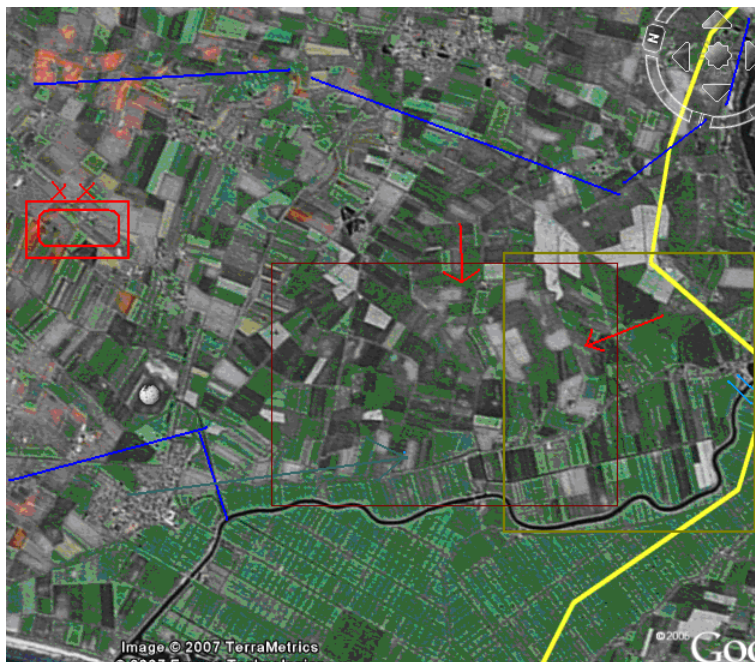
The successful effort by the Soviets to move their supply convoy off the north edge of the map ensured that the 37th GMRD would continue to be a viable formation. However, losses on both sides were light, and the corridor northward remains a narrow one – less than 1km wide. While losses on both sides were light, several high-value units that cannot be replaced in the short term were lost by both sides – the AH-1 lost by the Marines, and the SA-6 radar and missile unit lost by the Soviets.

Battle For Jutland

Prologue -- Part II

0800 Hours, August 24, 1988

The Marine thrust to cut off the 37th Guards Motor Rifle Division has failed. However, the corridor running northward from Rudbol remains narrow and under sporadic fire from elements of the 2nd Marine Regiment. The Marines are now dug in, awaiting fresh reinforcements, while the Soviet prepare to counterattack to dislodge them.



Maroon square indicates actual battle area
Yellow line is Danish/German border
Red arrows indicate direction of Soviet counterattack
The two parallel blue lines represent the bridge over the canal in the town of Rudbol.

*Cont...*

However, the battle for Jutland has now been overshadowed by the Soviet-Polish landings on Zealand. Elements of the 4th Marine Division, expected to reinforce the 2nd Marine Division in Jutland, are now being hastily moved to Zealand to aide in the defense of the Danish capital. Additionally, air elements from the NATO carrier battlegroup in the North Sea are also being committed to counter the Pact air offensive over Zealand.

The 6th Marine Regiment, reinforced by divisional assets, is now seeking to hold on to its lodgment, while the elements of the 37th GMRD north of the canal move to dislodge them. Aiding the Soviets are lead elements of the 54th GMRD, a Cat B formation that is the sector reserve for the Warsaw Pact, driving west from Rudbol.

Soviet Briefing

Enter Turn 1, north edge of map, within 12 inches either way of center

Tank Regiment (-), 37th GMRD

HQ: 1 T-72

1st Battalion: 7 T-72

2nd Battalion: 7 T-72

Motor Rifle Battalion: standard BMP-2 battalion

AD Assets: 1 ZSU-23-4, 1 SA-9

Recon Assets: 1 T-72, 2 BMP-2

Enter Turn 1, eastern edge of map

BTR Regiment, 37th GMRD

(standard BTR-70 regiment w/T-72s, 2S1s, ZSU-23-4, SA-13)

Enter Turn 1, south edge of the map, within 18 inches of eastern edge of map, south of the canal

BTR Regiment, 54th GMRD

(standard BTR-50 Regiment w/T-62s, 1 2S1 battery, ZSU-57-2, SA-9)

Engineer assets, 54th GMRD (pooled regimental assets)

3 MT-55 bridgelayers

*Off Board Assets***1st, 2nd Divisional Artillery Battalions, 54th GMRD**

3 D-20 122mm Howitzers each

Special Rules

Bridgelayering. The MT-55s require 1 full turn, without moving, to emplace a bridge, which will then be available at the start of the next turn. The bridges will span the canal and can take any unit on the Soviet side. For example, on turn 1, the MT-55 moves adjacent to the canal. On turn 2, the owning player declares the bridge is being placed. At the start of turn 3, the bridge is considered active.

Counter Battery Fire. Neither side has higher-level assets available for counter battery fire, so counter battery rules do not apply.

Marine Briefing**2nd Light Armored Infantry Regiment (-)**

HQ: 1 LAV-C

Mortar Battery: 2 LAV-M

Scout Section: 1 LAV-25 (may act as FO)

AT Section: 2 LAV-AT

2 Companies, each: 3 LAV-25

1/6th Marine Regiment

HQ: 1 Command Stand, 1 HMMM WV, 1 FO HMMM WV

4 Companies, each: 2 LVTP-7, 3 Rifle stands, 2 Dragon stands (attached)

Mortar Battery: 2 81mm mortar stands, 1 LVTP7

Support Elements: 1 HMMM WV w/HMG, 2 HMMM WV w/Mk19 AGL

2/6th Marine Regiment (elements)

HQ: 1 Command Stand, 1 HMMM WV, 1 FO HMMM WV

4 Companies, each: 3 Rifle Stands

Mortar Battery: 2 81mm mortar stands

Support Elements: 1 HMMM WV w/Mk19 AGL

Note: Support elements may dismount to become Mk19 AGL stand or HMG stand

Attached:

B Co, 8th Marine Tank Battalion: 4 M60A3 TTS

Section, AT Plt, 8th Marine Tank Battalion: 3 HMMM WV

TOW

Off-Board Artillery:

2 Batteries, M198 155mm towed howitzers

Air Assets:

2 A-4M

Each: 2 cluster bombs

1 A-7E Corsair II

1 guided missile (TL2), 2 cluster bombs

1 F/A-18C

2 guided missiles (TL2), 1 cluster bomb

1 F-4F (Luftwaffe)

4 cluster bombs



BATTLE FOR JUTLAND

Prologue - Part 2 and Part 3

by Pat Callahan

Cont...

Epilogue

Marine Losses

2nd Light Armored Infantry Battalion

3 LAV-25 killed, 1 routed

1 LAV-AT killed, 1 routed

1 LAV-81 killed

8th Marine Tank Battalion

4 M60A3TTS killed

3 HMMWV-TOW killed

1/6th Marine Regiment

4 AAVP-7 killed

2/6th Marine Regiment

3 Marine Rifle platoons killed

Soviet Losses

BTR Regt, 37th GMRD

BTR-70: 6 killed, 6 routed

Rifle Plt: 5 killed

T-72: 3 killed, 6 routed (including recon)

BMP-R: 1 killed, 1 routed

SA-9: 1 routed

Tank Regt, 37th GMRD

T-72: 2 killed, 1 routed

BMP-R: 2 routed

BMP-2: 1 killed

BTR Regt, 54th GMRD

T-62: 3 Killed, 2 Routed

BTR-50: 2 Routed

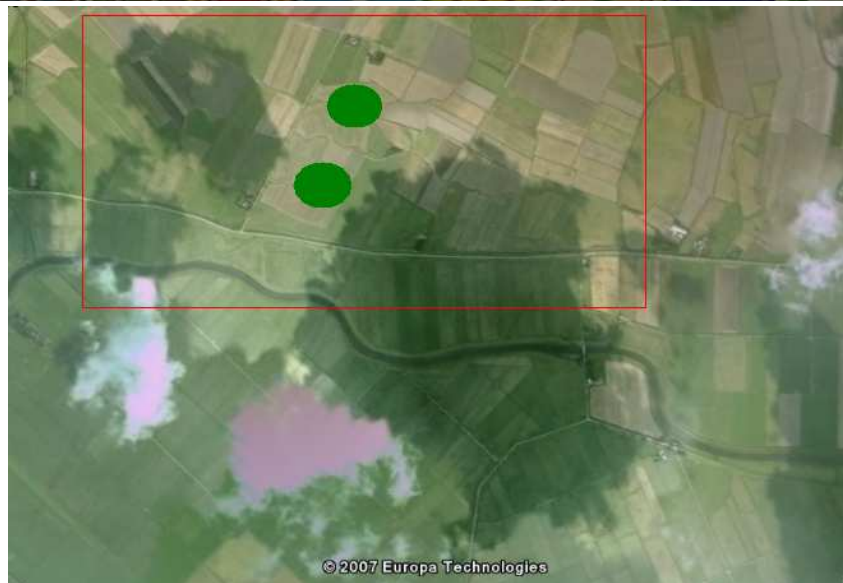
Battle For Jutland

Prologue -- Part III

0800 Hours, August 25, 1988

NATO and Soviet Forces continue to fight over the flanks of the Soviet penetration on the Jutland Peninsula. After the attack by elements of the 37th GMRD isolated the equivalent to two Marine rifle battalions about 5 kilometers west of the bridge at Rudbol, a scratch NATO force is moving to relieve them, and if possible, again menace the lone road supplying Soviet troops north of the canal. On the other side of the line, Soviet forces are moving to both reduce the isolated Marines and to drive NATO forces farther West.

The red rectangle denotes the battle area. The two green circles are the wooded areas containing the Marines,



Special Rules.

Counterbattery Fire: Neither side has dedicated counterbattery assets. However, other artillery may fire at the other side's off board assets on any turn after they fire, if they pass a quality check. All artillery stands off-board are considered to be entrenched for this purpose.

First Move: High roller moves first.

Marine Briefing

Following the battle of Rudbol Junction, as it is becoming known, continues unabated. The Warsaw Pact landings in Zealand over the last few days have shaken NATO's high command, and limited the flow of reinforcements to Jutland. The 4th Marine Division, elements of which had already begun to arrive in Jutland, is being diverted to Zealand, along with its very valuable air wing. The 3rd battalion, 6th Marines (sister unit to those surrounded) is covering the NATO line to the west of the current battlefield. In addition, one other Regiment of the 2nd Marines is covering the sector north of the Soviet salient, while a third Regiment is only now starting to arrive from Norway, having spent an extra week repairing equipment and absorbing reservists.

Consequently, it is vital that the 2nd Marine Division not allow almost 25 percent of its infantry strength to be destroyed piecemeal. A rapid counter-attack, drawing on locally available Marines, can hopefully break through to the surrounded Marines and either reinforce them or cover their withdrawal. Reinforcing the Marine effort is a battlegroup from the 1st (UK) Infantry Brigade, which has been rebuilding following a bit of rough handling in the first 10 days in the war.

Setup: Each battalion begins in one of the two woodland sections, unspotted.



Cont...

1/6th Marine Regiment

HQ: 1 Command Stand, 1 HMMM WV, 1 FO HMMM WV
3 Companies, each: 3 Rifle stands, 2 Dragon stands
Mortar Battery: 2 81mm mortar stands

2/6th Marine Regiment (elements)

HQ: 1 Command Stand, 1 HMMM WV, 1 FO HMMM WV
3 Companies, each: 3 Rifle Stands, 1 Dragon stand
Mortar Battery: 2 81mm mortar stands

Marine Off-Board Artillery:

2 Batteries of M-198 155mm Howitzers

Start within 6 inches of West edge of map

Task Force Sceptre, drawn from 1st UK Brigade

HQ: 1 Chieftain
B Squadron, Prince of Wales's Own Royal Hussars: 3 Chieftain
A Squadron, 13th/18th Royal Hussars: 3 Scimitar
B, C Co Deven & Dorset Regt, each: 4 Saxon, 3 Inf, 2 Milan
Support Co: 2 Saxon, 2 81mm Mortars

Off-Board Support: 2 FH-70 155mm Howitzer Batteries

Aircraft (may only be called by British)

Remnants, No. 6 Squadron: 2 Jaguar w/3 cluster bomb each

Note: all British units are Veteran, except B Squadron, PoW
ORH – which is elite (part of the UK armor demonstration unit)

Start within 6 inches of West edge of map

Remnants, 8th Marine Tank Battalion:

HQ: 1 M60A3TTS
A Co: 2 M60A3TTS
B Co: 2 M60A3TTS
Elements, AT Co: 3 HMM WV-TOW

Remnants, 2nd Light Armored Infantry Regiment

HQ: 1 LAV-C, 1 LAV-M
AT: 1 LAV-AT
A Co: 3 LAV-25

Aircraft (may be called by either Marine unit)

1 A-7E Corsair II
1 guided missile (TL2), 2 cluster bombs

1 F/A-18C
2 guided missiles (TL2), 1 cluster bomb

Soviet Briefing

The situation is approaching a critical point. The breakthrough by the 37th Guards Motor Rifle Division, which looked so promising just four days ago, has been effectively contained. Key units leading the attack have been diverted to deal with the Marines operating on the flank. Currently, the BMP regiment of the 37th GMRD is covering the forward edge of the penetration, while the 1st BTR regiment is covering the east flank, facing a large group of German territorials. Both regiments are at about 80 percent strength, so should be able to resist all but the most determined NATO offensive for the time being.

Unfortunately, the BMP regiment of the 54th GMRD was caught transiting north by a sizeable strike by US naval air power. It has suffered significant casualties and is now reorganizing in the rear. The 1st BTR Regiment of the 54th GMRD is now crossing at Rudbol, and should be available to backstop the defense of any flank within 18 hours. The Tank Regiment is being held in local reserve south of the canal; it should cross to the north side in the next 24 hours.

However, despite the current situation, the Soviet forces have an opportunity to regain the local initiative. The 2nd BTR Regt of the 54th GMRD has crossed over to the north side of the canal, and is preparing to dig out the Marines cowering in the woods. The Tank Regiment of the 37th GMRD is available to assist or screen against a NATO counterattack, while the 2nd BTR Regt, 37th GMRD (or remnants thereof) is also available to assist as needed. In order to resume the offensive, the Marines need to be dealt a sharp enough blow to prevent them from again menacing our flank.

Start West of Woods, no closer than 18" from west map edge

Tank Regiment (-), 37th GMRD – Now a VETERAN unit

HQ: 1 T-72
1st Battalion: 6 T-72
2nd Battalion: 6 T-72
Motor Rifle Battalion: standard BMP-2 battalion (-1 BMP-2, Inf stand)
AD Assets: 1 ZSU-23-4, 1 SA-9
Recon Assets: 1 T-72, 1 BMP-2
Artillery: 2 2S1 Gvozdika on board

Begin at least 10" south of woods, no closer than 18" to west board edge

*Cont...***2nd BTR Regiment, 54th GMRD**

(standard BTR-50 Regiment w/T-62s, 1 2S1 battery, ZSU-57-2, SA-9)

Tank battalion has only 6 T-62s, 1 BTR battalion is shy 2 BTR-50, 2 Stands

3 D-20 off board

Set up at least 15" east of woods

Remnants, 2nd BTR Regiment, 37th GMRD

HQ: 2 BTR-70, 1 AT-4 Stand, 1 Rifle Stand, 1 ZSU-23-4, 1 BTR-70 (Recon)

Tank Co: 3 T-72

BTR-70 Battalion (standard)

Infantry Battalion (standard BTR, but no vehicles, 1 extra 82mm Vasilek)

3 2S1 Gvozdika 122mm SP on board

*Off Board Assets***1st, 2nd Divisional Artillery Battalions, 54th GMRD**

3 D-20 122mm Howitzers each

2nd Divisional Artillery Battalion, 37th GMRD

3 2S3 Akasiya 152mm SP

Aircraft Rules**Aircraft**

Each aircraft is assigned a load-out prior to the battle. Each hard point can be equipped with one of the following: Guided Missile, Guided Bomb, Napalm, GP Bomb, Cluster Bomb or ARM.

Each aircraft is called in your artillery phase and arrives in the next artillery phase. Final target center can be adjusted up to 6". All ordnance must be targeted within 6" of target point.

An aircraft may make either a stand off attack with missile or a bombing run with bombs – this is declared as the aircraft arrives on the battlefield, but before the AA fire is resolved.

AA Fire

Each AA stand (missile or gun) in overwatch can fire on 1 enemy aircraft per turn, at which point it is no longer on overwatch.

Only radar-guided SAMs (located anywhere on the board) can fire on aircraft making stand-off attacks. All types of AA stands (within 12" for guns and 18" for IR SAMs) can fire on aircraft making bombing and strafing attacks.

Each firing stand rolls to hit.

If any stands hit, roll 1d6 and add one for each additional hit beyond the first. (That is, d6 for one hit, d6+1 for two hits, d6+2 for three hits, etc). If the final roll is less than the aircraft's defensive rating, the hit has no effect. If it is equal to the rating, the aircraft is driven off, but may return the next turn. If it is greater, the aircraft is shot down (not necessarily permanently for the campaign).

If the aircraft survives the AA fire, it may then conduct its attacks, using some or all of its bomb or missile ordnance. Each piece of ordnance can be dropped on a different target, but all targets must be within 6" of the initial strike target.

Weapon Effects

GP Bombs. Standard iron bombs, the most common type of ordnance. Each puts down a 2x1 template and subjects any unit therein to an artillery attack with a 5L factor.

Cluster Bombs. Bombs loaded with improved conventional munitions – a series of small bombs designed to spread the effects over a wider area and to damage both soft and hard targets. Each cluster bomb puts down a 2x1 template and subjects each target to an artillery attack with a 5 factor.

Napalm. Incendiary bombs. Same as above, but has no effect on armored vehicles. Other units do not get terrain saving throws.

Guided Bomb. Laser or otherwise guided bomb. Same as a regular bomb, but is a stand off weapon.

Guided Missile. Infrared, laser or otherwise guided missile, usually with a very, very large HEAT warhead. Targets a single vehicle. TL1 hits on 4+, TL2 on 3+, TL3 on 2+. Attacks target as a 15h missile round. It is a stand off weapon.

ARMS. Anti-radar missile. Only some aircraft can carry ARMs. Instead of making a regular attack, an ARM-equipped aircraft can choose to use it to shoot at any long range SAM on the board. This attack occurs prior to any AA fire. A TL1 ARM destroys a missile unit on a 6+, a TL2 on a 5+ and a TL3 on a 6+. There is no save. A Veteran or Elite air unit gets a +1 to its die roll. After making an ARM attack, the aircraft exits the board and is not subject to AA fire.



BATTLE FOR JUTLAND

Prologue - Part 3

by Pat Callahan

Cont...

Aircraft	Hard-points	Base Def
A-4M	2	4
A-7E	3	5
F-16A/B	3	5
F/A-18A	3	5
F/A-18C	3	6
F-4E/F	4	5
A-6E	4	6
Jaguar	3	5
AV-8B	2	5

AA System	Type	T Level
ZSU-23-4	G	2
ZSU-57-2	G	1
SA-13	I	2
SA-7	I	1
SA-9	I	2
SA-2	R	1
SA-6	R	2
SA-8	R	2

Editors Note: This report from Pat is the ongoing campaign of the (now) fictitious Soviet invasion of Western Europe during the 1980's. We use the Fistful of TOWS rules and welcome everyone to join us at The Game Parlor in Chantilly. Signup for the NOVAG yahoo's message board for updates on this and other games that NOVAG members host.



LOCAL NEWS

Upcoming Gaming Events in Southeastern North Carolina

by: "Chuck Cothran" [breakmanynecks @ yahoo.com](mailto:breakmanynecks@yahoo.com)

Next week the Cape Fear Historical Gaming Society will meet on Saturday, October 11th.

We are hosting a game at the Northeast Branch of the

New Hanover Library
1241 Military Cutoff Road , Wilmington , NC 28403

Note: We'll be in the Watkins Room, in the right front corner of the library. At 11:30AM We'll be playing the WW1 Air Combat Game "Wings of War" This is a quick play, card driven game, that everyone seems to love. <http://www.wingsofwar.it/list.asp>

H MG S EAST Board of Directors will hold an informal "Member Sensing Session" at Fall-In! 2008.

Saturday, 8 November from 8am - 9am in the "Board

Room" (Conference room behind the bar) of the Eisenhower Inn.

The session's purpose is to obtain member feedback on any H MG S issues, and share the latest updates on ongoing convention site considerations.

All H MG S Fall In! attendees are invited.

Respectfully, Pete Panzeri [President @ hmgs.org](mailto:President@hmgs.org)

GAME PARLOR NEWS

Major Announcement

The current Wall Street financial crisis seems to have hurt consumer confidence and caused a significant reduction in sales in the adventure game industry, including our store, so we are forced to modify our loyalty point program.

Effective November 1, 2008, we will suspend giving out new loyalty points. All other aspects of the program will remain the same, and customers always will be able to use their accumulated loyalty points as normal.

This means that October is the last month for you to earn loyalty points, so you might want to do your holiday shopping early this year. Remember, you'll always be able to redeem loyalty points after October.

We are proud to say that in a little over two and a half years, we have given out \$170,270.67 to those in our loyalty point program; but unfortunately we can't continue at that rate under present conditions.

Please note that this is a suspension, rather than termination, of giving out loyalty points. When the economy improves, we hope to reinstitute the practice. ~Rob

Editors note: I want to thank Rob for offering this benefit to his customers and the support his store has done for the past years for the gaming community. I hope that all gamers will continue to support The Game Parlor and other local hobby stores in these trouble times. Yes, you could buy elsewhere for cheaper but what would you do without the gaming space offered at The Game Parlor and other gaming establishments?



LOCAL NEWS

ARMOR SHOW

VMMV Friends (<http://www.vmmv.org/>)

You are invited to join us at an Open House that we are hosting at the "tank farm" in support of the National Museum of Americans in Wartime. <http://www.nmaw.org>. On Saturday, October 25, a variety of special events are scheduled from 11:00 AM. until 3:00 PM. Events will include vehicle demonstrations, live-action military reenactments and much more. Most of the collection of vehicles will be on the fields for viewing along with outstanding living history camp sites. Visitors may participate in a free drawing for an opportunity to drive a tank that day. We will have a special activity zone for young children. Food and drinks will be available, and you may want to bring a folding chair for your comfort. If you plan to attend, we ask that you reply to vmmv@vmmv.org with the number in your party to allow us to plan for your visit. Also, please let us know which day you plan to attend. Directions and information will be sent to you upon receiving your reply.

FEATURE CLUB OF THE MONTH

Matt Fritz is a school teacher who uses games and wargames for teaching tools in the classroom. He "publishes" the same games through a website called Junior General. Other groups and local clubs have also caught on to this and Pete Pellegrino (CDR USN, Ret) of the U.S. Naval War College, War Gaming Department has emulated with similar things with Boy Scouts and the like. Pete runs a hands on "MIDWAY" game, in which carriers and Midway are tables, airplanes are represented by cards held by kids who march across a boxes defined on the floor, and bombing results are decided by playing Battleship. It's a great all-family game. See MUCH more on the Junior General website: <http://www.juniorgeneral.org/>
~Pete Panzeri

My Napoleonic "Movie"

by Theodore Henkle [[tedhenkle @ yahoo.com](mailto:tedhenkle@yahoo.com)]

If you'd like to take an 8:38 minute break, you can watch the movie I just posted on YouTube.

<http://www.youtube.com/watch?v=ie3QOW5ogt4>

This took place during NH MG S's (Northwest Historical Miniature Gaming Society's) "Enfilade!-08" Convention this past May. I was one of the French players and took a bunch of pictures. It's more of what I'd call an "audio-visual comicbook." So like a foreign film, you have to read the subtitles. Enjoy! ~ Ted

New Wargaming History Being Compiled and You Can Help!

Randall C. Reed is preparing some material on the early history of commercial board wargaming and needs some help locating any photos or scans of the following events, places, or people:

The Origins I or II conventions in Baltimore, Md 1975 -1976

Avalon Hill design offices circa 1964 - 80

SPI design offices circa 1970 - 82

GDW design offices circa 1970 - 84

Any Interest Group Baltimore Open House events, circa 1969 - 1974

Any Spartan International Competition League (SICL) events or ephemera

Any Aggressor Homeland events or ephemera

Any GameScience ephemera circa 1965 - 1975

Any photos of Russell Powell of the period 1965 - 1975

Any photos of David Roberts of the period 1965 - 1975

Any photos of Mick Uhl of the period 1970 - 1980

Any photos of Jack Greene of the period 1970 - 1985

Any photos of Jack Radey of the period 1975 - 1985

Any photos of Eric Dott of the period 1965 - 1975

Any photos of Jack Dott of the period 1975 - 1995

Any photos of Tom Shaw of the period 1965 - 1980

Any photos of Christy Shaw of the period 1970 - 1975

Any photos of Don Greenwood of the period 1965 - 1975

Any photos of Bruce Milligan of the period 1970 - 1980

Any photos of John Hill of the period 1975 - 1985

Any photos of Steve Peek of the period 1970 - 1980

Any photos of Craig Taylor of the period 1970 - 1980

Any photos of Vance Von Borries of the period 1975 - 1985

Any photos of Don Lowry of the period 1965 - 1975

Any photos of Howie Barasch of the period 1970 - 1980

Any photos of Gary Gyax of the period 1965 - 1975

Any photos of Sid Sackson of the period 1970 - 1980

Any photos of Jean Baer of the period 1970 - 1990

Any photos of J. F. Dunnigan of the period 1960 - 1975

Any photos of Frank Davis of the period 1970 - 1980

Any photos of Richard Hamblen of the period 1965 - 1975

Any photos of Seth Carus of the period 1965 - 1975

Any photos of Tom Walczyk of the period 1975 - 1985

Any photos of Tom Dalgliesh of the period 1970 - 1980

Any photos of John Prados of the period 1970 - 1985

Any photos of John Edwards of the period 1965 - 1975

Any photos of Phil Orbanes of the period 1965 - 1975

Any photos of Hal Hock of the period 1970 - 1985

Any photos of Dana Lombardy of the period 1970 - 1985

Any photos of Arnold Hendrick of the period 1975 - 1985

Any photos of Frank Chadwick of the period 1970 - 1985

Any photos of Mark Miller of the period 1970 - 1985

Any photos of Loren Wiseman of the period 1970 - 1985

Any photos of Dave Casciano of the period 1970 - 1980

Any photos of Lou Zocchi of the period 1965 - 1985

Any photos of Randall Reed of the period 1965 - 1985

All published contributions will be acknowledged and bylined.

Mr. Reed would prefer electronic images or scans, and cannot guarantee the safe return of any original photos or ephemera.

We encourage you to help Mr. Reed out. He can be contacted at rocketman3272001@yahoo.com.



Southern Front Gallery

from Nicholas Waun

Southern Front was awesome... here are my pics.... <http://picasaweb.google.com/noworld/SouthernFront2008#>



Editors note: Pete Panzeri sent me the link to these photos taken at the Southern Front convention 2008. I have always wanted to make it down to this show and from the photos here it looks like a great time. I hope that the staff of SF sends in information on 2009 and that we get some NOVAG members interested on attending.

Check out the link provided and see all the interesting photos from the show. Make plans on attending their 2009 show.





Isonozo by John Schnider. The story of the fighting between Italy and Austria-Hungary on the Adriatic front. There were twelve battles on a front smaller than that of Western Europe. Well done campaign history.

Those Troublesome Young Men. Lynn Olson. Excellent study of British politics in the 1930s and how Winston Churchill came to power. Churchill's rise is usually treated as ordained. It was anything but. It was a putsch by a group of rebels from within the Conservative Party. Neville Chamberlain came close to holding on to power.

Beyond the Beachhead. Joe Balkoski, The volume on the history of the famed 29th Infantry Division (the Blue & Gray Division) from Maryland, D.C. and Virginia. The story of the division from D-Day to St. Lo. Good description of low level (battalion/company) fighting.

From the Beachhead to Brittany. Joe Balkoski. Continues the story of the 29th with their assault on German held Brest. Again good story of fighting at battalion/company level. Very good maps.

A Question of Honor Lynne Olson. The story of the Kosciuszko Squadron. Made up of Polish aces, who fled to Germany, these guys were an important component of the RAF in the Battles of Britain. Not much technical history, more a social history. Second half of the book is more devoted to event in Poland during WWII.

After the Reich Giles MacDonogh. Interesting and informative look at how the Germans were treated after WWII. German civilians were murdered outright in the "east" or ethnically cleansed. Captured German prisoners were not treated much better. Over 40,000 died in Allied POW pens in the winter of 44-45. Those suspected of any involvement in the Malmedy massacre were interrogated using "harsh techniques" which sounds very familiar in this day.

Twelve Days Victor Sebestyen. Good look at the Hungarian Revolution of 1956. Like most modern histories concentrates more on the political than the military aspects. Limited use for designing wargame scenarios. However good read of the other various aspects of the revolution.

A Better War, Lewis Sorley. A good look at the Vietnamese war AFTER 1968 when General Creighton Abrams replaced Westmoreland. The author argues that the war was won by 1972 when the ARVN stopped the Easter offensive. Parallel to Iraq now.

Editors Note: Have you read a good book lately ? Send in a writeup so that others will know about it...





Surviving Three Days, Five Centuries and the Weather in Lancaster, PA

It can be difficult to be in our hobby and be the father of a teenager. Between my daughter's dancing, high school activities and her girl's organization, it can be a challenge just to find a little extra time to do some painting. Therefore I was pleasantly surprised when Cold Wars 2008 was on a weekend where there were no major activities that required a male presence (e.g. need of a beast of burden). Therefore, I decided to attend the entire weekend of Cold Wars 2008.

I drove up Friday afternoon to Lancaster, staying at the Super8 up the road from the Lancaster Host Resort. This being Cold Wars, of course there was weather, although fortunately not last year's skating rink. I was half way up the interstate when the heavens opened up and I had to slow down driving through torrential rains. I missed turns twice because of the rain (and that's my excuse and I am sticking to it!) before getting to my motel room. I then dumped non-essentials, like clothes and toiletries, into the room and headed down to the Lancaster Host.

Checking in I obtained my convention-themed pirate t-shirt, as well as a small pirate dice bag with two clear dice and ruler. Isn't it amazing what wondrous freebies you get at a convention! After checking the program and the game change 'board' downstairs I found that nothing had changed for my registered games, so I hit the flea market and the regular vendor areas. Some interesting stuff in both, but nothing that leaped out and said "buy me". After a meal from the hotel snack stand (expensive as usual) I headed to my first game.

I've Got What?

My first game was Bob & Cleo Liebl's "Pie Rates of the Kari Bean" (F-109). Three of us were fighting over the island of "Kari Bean" defended by the Spanish (Cleo), with wonderfully painted figures. I had the option to be a British invasion force or a Spanish or Italian pirate. Considering my ancestry, of course I had to become Don Corleone, Italian pirate! I even got a figure of Captain Barbossa, complete with the monkey Jack, as my leader figure. Then I got the bad news-my ship was so infested with worms that it would not make it anywhere else, so to win I had to either take over the island, by myself or in concert with someone else, or take over a ship so my crew would not drown! Fortified with a custom baked cookie I set sail to try and not wind up as fish food.



As I approached the island a sail was sighted on my left...I had the bloody British on an almost exactly parallel course within easy gun range. I initially thought that would be wonderful, as the British ship would be a good one to capture. Then the Don grew pale as he considered British gunnery, and the fact that it was packed with Marines and Grenadiers for a landing. Would the English allow me time to land on the island before trying to sink me? And then the incredible happened: the English captain signaled me, indicating that he would not attack if I did not. I gladly accepted, even passing up a rake shot on the British, requesting that he not burn the Spanish ship in return. I decided to set my sites on invasion and if the chance came that the British got hurt...



Meanwhile the Spanish ships, both regular and pirate, were coming from the opposite end of the table, and as I approached the island, the regular ship actually fired a couple of rake shots at me. I was committed, however, and was able to beach my boat and gave the waiting garrison troops a salvo of close-in shot. While they were smart enough to get behind some hedges that were outside of canister range the cannon salvo and my Gallipoli-like landing force decimated them, with the civilians fleeing for the fort. An unforeseen relief force came, however, as the Spanish ship beached itself and part of the crew leapt off and tried to defend the island. A see-saw battle developed on land, with sailors, civilians and monks fighting me, including a pesky woman with a broom that nearly took out the Don. Fortunately I had numbers and was able to slowly overwhelm them and start taking captives.





Surviving Three Days, Five Centuries and the Weather in Lancaster

Cont...

The British had not been idle, dueling with the remaining crew of the Spanish ship and putting some marines in their two longboats. The Spanish, in their need to get sailors ashore, caused their ship to be in BIG trouble, as the British proceeded to give them a point blank rake of canister that killed almost everyone left aboard. This would have been wonderful for me; even if I lost the fight for the island I could have loaded the survivors on an almost intact ship. But then Cleo rolled some dice and the surviving Spanish officer dove into the magazine with a lighted match....

The resulting explosion destroyed the Spaniard, damaged my ship, and shredded the British, who were one low die roll from joining the Spaniard. Meanwhile, the Spanish pirates, who didn't have any pesky warships to deal with, were having a very good time clearing the far side of the island and soon began having a long range gun fight with the British, who did not want to get too close and risk being sunk. As the British longboats were recalled, and the English captain contemplating forced retirement on half pay, Bob Liebl declared the pirates the winners, as there was hardly any Spanish defenses left (although Don Corleone still had some issues with a certain woman with a broom that just didn't want to be captured) and plenty of pirates to unite and take the island. Pass the Grog!



Who have longbows?

I woke up Saturday to a much drier but somewhat colder day. My pre-registered game on Saturday was not until 7 PM so I had to decide what other game(s) I could play and still get in time for shopping and a painting class I wanted to take. I eventually decided on the 15th century with S-422 "Return Of The English -- Edward IV Invades France". The premise was that after regaining the throne in the War of the Roses Edward IV launched a major invasion of France. Historically he allowed himself to be bought off by the French King Louis XI, but of course that would not make for a very exciting game!

The game used 25mm figures and was run by SAGA using a modified version of 'Renaissance Warfare'. The game

designer was present for questions, which was fortunate, as the rule system was complex, since it encompassed an era which had bow fire, handguns, knights and cannon. The rules took some getting used to, but as I was the King of France, and on the defensive that was ok. I did not like the arrow supply rules, as whenever you rolled a 1 you would go out of ammo (actually there was two stages, low and out, but the penalties were such that you might as well be out), but since you often rolled 2 six sided dice, you could run out very fast. What was surprising to me was that both armies were very similar and the French had as many longbows as the English! The only advantage for the English was that they had more arrow reloads, while the French had a few more cannon.



The French occupied a low ridge where we had set up several gun batteries and combined units of 'bill & bow'. The English needed to advance so there was no reason for me to move much. The English decided to attack on the left, and while we had thought to advance on the right at one point, the English did not advance very far on that flank, and both sides were willing to play a waiting game. A knight free for all developed on the left flank, with supporting infantry and mounted men-at-arms. Initially the English advance was going well, but several well timed charges did a very good job of repulsing it, drawing in English reserves and goading the center to move towards me.





Surviving Three Days, Five Centuries and the Weather in Lancaster

Cont...

While the melee on the left was developing, I was doing a fair job of long range cannon fire on the English foot, and my cohort on the far right had done some damage with bow fire combined with a couple of cavalry charges. Night was fast approaching (in other words time was almost up) and the English right was collapsing. Several of us had other things to do so we wrapped it up with a tactical French victory. I need to read some more French history; I know they employed some mercenary companies of longbowmen, but I did not think they had as many as the scenario implies!



The Vendor Shuffle

After signing up for a painting course I proceeded to put in a couple of hours of looking at the vendors and flea market Saturday afternoon. In the vendors I found, as usual, plenty of things I would like to have, but I settled for a 15mm bridge that I could use in Naps Battles. I also asked some questions at the Iron Ivan table. There will be a partisan book coming out this year for Disposable Heroes, and a minor update to the German units supposedly to be done by Historicon. My final purchase was a set of 9-15mm painted javelin figures, which could be good for ancients and/or dark ages in Might of Arms.

I then proceeded to the flea market, where I found 3 painted bridges, although slightly chipped, for about the cost of the new one I had just bought! Grrrr... I also obtained a few figures for 'free'. Someone was raising money for MS and was giving away items for a donation. Much was already gone, and most of the remainder was for Warhammer, which I wasn't interested in, but I did obtain a 5 figure set of 25mm red berets (pistol, two rifles, SMG and a flame thrower). I also selected 2 plastic hippos to be ready for any jungle scenario in the distant future.



A Horse is a Horse, Especially in the Dark...

At 4:30 I headed to my craft class in painting horses. I have picked up some really good pointers in the past in these painting classes. Some of the pointers I picked up at this class where:

- Using antiquing medium to improve your washes
- Uses of washes as an in between step and how to use this to define muscles
- How the hooves of animals with socks are lighter than normal
- You rarely see any white in a horses eye
- Horses lips and insides of the ears are actually flesh colored

There is a whole hobby genre of people who paint exacting replicas of horses, who have their own 'horse' shows of just painted figures!

I had just realized and mentioned that my figure was wounded (horse only had 3 legs) when the lights went out! A high wind had knocked out the power near the hotel for several blocks. This predictably caused some confusion and a semi-exodus from the hotel. I joined this flow, placing my booty from the vendors at my motel, which still had power. I returned to the hotel to the buffet (isn't sterno wonderful?) being provided and find out if my 7 PM game would survive.

Pork and Circuses

The first item I had to deal with was where to sit. The lobby was packed with gamers, with a few able to use the emergency lobby lighting to continue gaming. Then I noticed fellow novagii (novagi? novager?) Brian Dewitt motioning at me. He had commandeered an unused table and set up his Roman chariot race game. So I ate and read the rules for playing and defeating Roman chariots. Just before 7pm the lights came on and I began trying to beat (and attack) my opponents; I never got the chance. On turn one someone else crashed on my right, and I crashed after failing to evade the debris!

Luck of the Regulars

After watching the duel of the chariots and checking on my original game, whose assigned table was still empty, Brian & I latched on to game S-310: Washington's Fury: The Battle Of Ambler Creek. This was a non-historical revolution game that used Washington's Fury home rules from the Ambler Gamers (copies of the rules are available at the yahoo site). I received a command of 3 continental regiments along with 2 4-pounder guns, while Brian had the pleasure of commanding British Grenadiers. On my left were more continentals, but on my right was...*militia*. Beyond on the right were more regulars and the French army.



Surviving Three Days, Five Centuries and the Weather in Lancaster

Cont...



The start went well, with each of the American divisions moving fast while the British were slow due to terrain and bad die rolls. The trouble began on the extreme flanks. First the French began to advance at a crawl, and then our dragoons on the left got too close to the British infantry & were badly shot up.

As gamers, we know how fickle dice can be. However my fellow officer on my left flank now began a prodigious run of the most atrocious luck I have ever seen and hope never to duplicate! Every 'don't roll a' die roll failed; when needing high he rolled low & every low roll he appeared to row high. This forced me to support him more, instead of giving the militia more aid.

The militia held up quite well, actually, and my command did



well in repelling initial attacks. But then the grenadiers arrived, and the militia was slowly overwhelmed. I helped as best I could, destroying one line regiment and, after several attempts, destroyed one of Brian's Grenadier regiments. However, the militia was by then gone, I had lost one regiment, and the hard luck continentals on the left were nearly gone too. The army's right flank was no better, as some late success by the French was neutralized by the continentals on that flank being pushed back. I had the satisfaction of holding a victory location, but as night fell and a British victory was declared, I was nearly surrounded and would have had to retreat to save my command.

Even with the bad luck, the game was very enjoyable and I liked the rules system. I suggest it as a rule set if anyone ever wanted to do some NOVAG revolutionary battles.

Monty Haul

Sunday dawned much colder, but less windy and sunny. It was also an hour later also, as we had 'sprung ahead' with daylight savings time the night before. (I nearly forgot until I looked at my cell phone.) Therefore I checked out and

headed to the convention a little quicker than I expected. As my last game did not start until 10 AM, I had time to check out the Sunday flea market; I had heard you can sometimes get good bargains on Sunday.

Well, it started slowly, as others besides me were caught by the time change, but there were some good bargains, although none caught my eye until I passed one guy who had arrived about 10 minutes late. He wanted to sell some excess figures that he did not want to take home and I bought from him, all mounted and flocked on platforms in Might of Arms (MOA) scale, a number of painted figures for \$30:

- 5 Stands of Medieval mailed crossbowman (20 figures)
- 8 Stands of Medieval mailed longbowmen (32 figures)
- 16 Stands of kite shield/early heater shield cavalry (48 figures)

I was in shock after I headed to put my new troops in the car...~40 cents a figure for some very good mounted figures, so I now have a good nucleus of an early medieval army!

Beach Ball Planets and the Doom of Boredom

For a time I wondered if my game would come off, as the table was empty at 10 AM. As I waited I noted that the center of the ballroom was clear and a cloth was in the center where kids were industriously blowing up beach balls. What could it be? Then I realized it was a Star Wars event with beach balls as planets! Soon X-wing and Tie fighters on sticks were zooming around with a half dozen or so kids (plus parents) having a wonderful time!

Soon after the space shoot'em up started I found my Sunday



game, which also had been a victim of the time change. My final adventure was in the 20th century with game Z-478: Pursuit of the Goeben; a 'what if' scenario using the Victory at Sea naval rules. The German Battle Cruiser SMS Goeben had given the Royal Navy the slip at the start of WWI and high tailed it to Istanbul, which was a major factor in the Ottoman Empire entering the war on the German side. There were some ships that could have intercepted them: the 1st Armored Cruiser Squadron of the Royal Navy. Historically, Admiral Troubridge refused battle with the Goeben and was beached. What if the admiral had engaged the Goeben? It would have been the first battle at sea of WWI.



Surviving Three Days, Five Centuries and the Weather in Lancaster

Cont...

I happened to be the only 'rookie' in this scenario. Every one there had played this scenario (which had been played for 19 years at Cold Wars) before. I was given command of two cruisers that were most likely to be 'involved' as it was the likeliest location where the enemy would turn towards. We were out-gunned and slower so we had to find a range where we could punish and slow down the Goeben enough to prevent her from escaping; enabling a pair of pursuing battle cruisers to come up from the rear to her off.



Of course, here I am ready for action, and the Goeben turns away from me! So I turn and try to close on the Goeben. All the action is above me and was agonizingly slow, with movement being only a few inches per turn! Due to my boredom I made a major blunder and tried to close the distance too aggressively, but did not try to angle myself to the Goeben's path of movement. By the time I realized this, it was too late and I got further and further behind. It also did not help that the pursuing battle cruisers arrival was also much delayed.



I had hopes that my sister ships would slow the enemy down sufficiently so I could catch up, but those were soon dashed in the opening salvos. One of the cruisers was hit hard and then the Goeben player rolled the 'doom dice' to see if he had hit anything critical. He sure did, as the shells crashed through to the boilers, wiped them out, and in process blowing out the sides of the ship which began to sink (although those who survived the original explosions would have been able to get to the lifeboats). Now the Goeben was able to concentrate fire on the Admiral in the flagship and while he was able to do some damage, it wasn't enough. Attempts at a torpedo attack by the destroyers resulted in two sunken tin cans, and the Goeben captain was declared the winner.

So my Cold Wars experience ended in some frustration as I did not get to fire a shot, but I had a wonderful time and some interesting memories. As I left I saw one last item; a reason for the X-Wing! 😊





Welcome to our club newsletter for the **Northern Virginia Gamers (NOVAG)**. We will be publishing our newsletter in color with no more printing costs, folding, handling, and postage so 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 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 to add to your articles.

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, RPG's, 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



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.

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**The date of Publication for The Gamers Closet can be revised if not enough articles to justify publication.
So send in your articles to insure our next release date.*