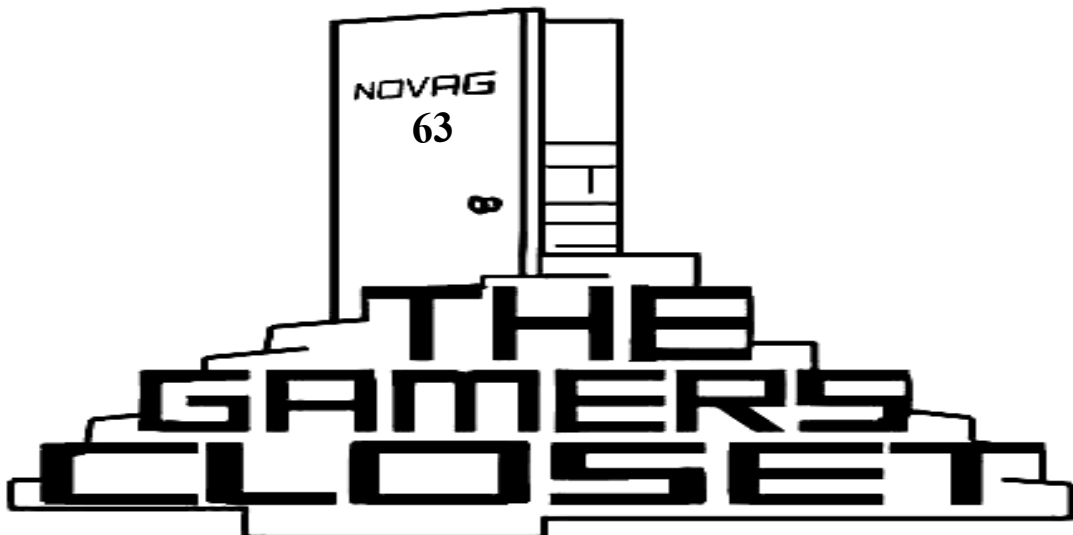




Northern Virginia Gamers



Issue 63
December 2009





PRESIDENT'S COLUMN

First, I want to thank David Luff for taking on the job of editor for the news letter. It's a lot of work and he has a great flair for it. However David can't do it along, he needs your help to write articles. So consider articles on any of these topics: new game rules, new figures, new games, games you have played in, interesting military history books you have read, , or new military history sites you have visited. For example there is a new Visitor's center at Gettysburg that could be the subject of an interesting article.

Second support our local hobby shops. As we all know the Game Parlor has been having some hard times. I haven't heard anything about Eagle & Empire but I assume the recession has hurt them as well. So please consider buying some gaming items from our local stores who provide us such great venues for gaming.

Thanks to John McConnell for organizing the 2009 Great Fez Purchase.

As to upcoming events. Here is what I know as of 26 November:

Heart of the South Toy Soldier Show. December 5, 2009. Annandale VFD, 7128 Columbia Pike Annandale. 9:00 a.m. to 3:00 p.m. Admission is \$5. For info call Ed Greis at 201-257-2687.

Fall Model Mania. December 5, 2009. Holiday Inn at 6401 Brandon Ave Springfield VA 9:00 a.m. to 1:00 p.m. Cost is \$5. Sponsored by Fire house Hobbies and Nostalgic Plastic. For further info contact Bill Brierton at 301-627-5385 or engco45@yahoo.com

Barrage Con XIV. January 23, 2010. The HAWKS will host a one-day game con at Archbishop Curley High School on Sinclair Lane in Baltimore. 9:00 a.m. to 9:00 p.m. Admission is \$10. Contact Geoff Graff at ggraff7@versizon.net to run a game.

Williamsburg Muster February 5,6,7 2010. Old Dominion Military Society will again host a convention at the Holiday Inn-Patriot 3032 Richmond Rd in Williamsburg. See www.odms-club.com for further info.

Con't

NOVAG Game Day. February 20th at TGP-C from 11:00 to whenever. Cost will be \$2.

PREZCON 24-28 February in Charlottesville. See www.prezcon.com. This is mostly a board gaming convention but a very friendly crowd.

Finally I have yet to hear anything about the move of HISTORICON to a new site. Let's wish the Board well in this endeavor.

Tim

Ps. Updates are available on our yahoo message board at NOVAGList so join today!

FROM THE EDITOR

Hello everyone and welcome to the latest issue of The Gamers Closet. Yes its been some time since the last issue with my move back into the area and starting a new career. All is settling down some and I have some extra time to get back into the hobby including working on the club newsletter. This issue will mostly have the remains of older articles originally set for last year but I hope you will enjoy them.

So I am now asking our club members for articles for issue 64 and I also hope to hear from our role players, card players, and board gamers. A large number of NOVAG members enjoy those games and what a way to promote the games you play.

Future issues will depend on the responses and this is where I need your help. If your group is looking for gamers, or looking for others who enjoy the same rules or game, and just like to write send them in to me. The last page of the newsletter explains more about your newsletter.

David Luff; Editor

Ps. Thanks for everyone sending in articles for without we would not have a newsletter.





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The large 5'x10' gaming tables here are at the Game Parlor hobby store in Chantilly, VA. We are very lucky to have stores providing this amount of space for gaming. Supporting your local hobby stores is one way to keep gaming alive in the DC metro area.



Club Directors and Officers

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

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

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

Roxanne Patton (NOVAG Might of Arms Tournament Coordinator) (Web Master) ([rcmp1213 AT 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>.

~Send in an update to your club or group if it is missing or out-dated?





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Magic

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ACCEPTANCE



ACCEPTANCE

Call it what you want. They're still toy soldiers, and you're still playing with them.

When I saw this I had to add this to the newsletter, more as a wake up call to all those who take the game just a little too serious.



GAME REVIEW

Name: PIMP: The Backhanding

Type: Card Game

Company: White Wolf

Price: \$15

Reviewed by David Luff



**Warning: Rated R; This is a politically incorrect game and has an adult theme. Not for kids or wives/girlfriends with no sense of humor.*

While visiting an friend at the Game Parlor hobby store I was introduced to a card game called “PIMP: The backhanding”. This is a self-contained game, not a collectible game, so I said, “lets give it a go”. As you can imagine, just by the name of the game it is what you think, each player plays a pimp trying to collect as many girls (Ho’s) (*yes, it is written this way in the game*) as you can with the help of your hired employees (pimps). The game is fast play with who can collect as may girls within three (3) turns. The game has 3 sets of cards, Ho’s, Pimps, and Action cards and the cards are drawn in a cartoon style format with many descriptions are adult themed but very funny. The different phases includes macking, backhanding, and money laundering (*Yes, these are phases as written*). In macking you try to outdo your opponents and get the girls to your stable. After placing your pimp card everyone rolls off with a D6 plus any modifiers on the pimp card. The winner gets the girls and the losing pimps slink back to their posse’s crib. The next phase is backhanding and you now have to defend the girls you won in the smacking phase. Each player can now send a pimp, not used in the smacking phase, to go after the other players girls. Each roll off with a D6 plus any card modifiers and this time if you lose the pimp (and the girl) they are out of the game (*ya, the streets are tough...*). The last phase is the money laundering phase and this is where the girls you macked and defended are now part of your stable. This is done for 3 turns and then the game is over add up the girls in your stable with the winner having the most money. During the game action cards can be used which are either defensive or offensive (*sooo....very offensive*) and very hilarious. For those of you who can vote and love politically incorrect games this one is for you.

www.wargamesmarket.com



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PAINTING MY VIKINGS

by Robert DiStasio



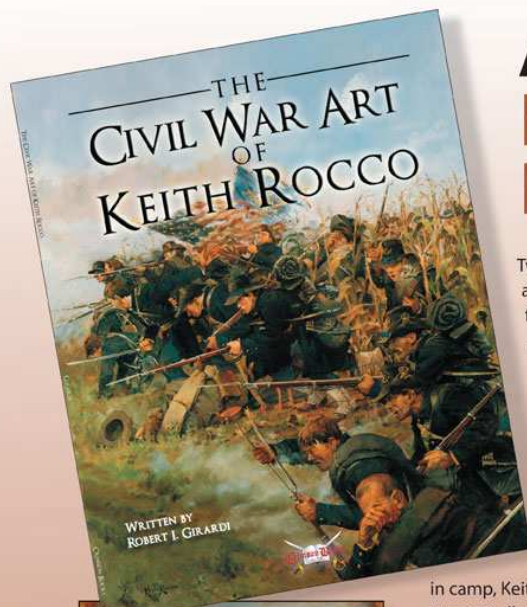
Most of my Viking figures are mounted as Medium Infantry (MI) for our Might of Arms (MOA) games. However, I realized that I could use some Viking Heavy Infantry (HI), especially for those armies that have attached Viking mercenaries, so I began painting 50 Viking Spearman some months ago.



Recently I decided to put on a Viking vs. Anglo-Danish battle (February 13th) and needed some additional Heavy Infantry (HI) so I was motivated to finish painting them.

The "sticks" images show the figures prepped and mounted on craft sticks and partially painted, while the zoom images show some close ups. The pictures labeled "unit" shows the finished mounted and flocked units waiting to go into action.





Announcing New Book Release

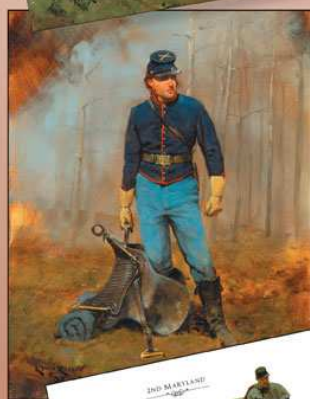
Twenty-four full color vignettes and additional artwork, including many published for the first time, tell the story of the war from the perspective of the soldiers who fought it.

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Whether he is depicting a dramatic moment in battle, or a quiet moment in camp, Keith Rocco's art bridges the gap from past to present, allowing the viewer to become part of the experience. Narrative text by author and historian Robert I. Girardi accompanies each episode portrayed herein.

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BATTLE REPORT

26 September - 7 October 1941

SEA OF AZOV: BATTLE DEFENSE OF THE NOGAI STEPPE

by Greg Cilia & the Friday afternoon FOW gang

Romanian 3rd Army had assumed defensive positions since crossing the Dnepr on 19 September and advanced eastwards assuming a defensive posture on the Nogai Steppe on the 25th.

German and Romanian Forces South to North:

GE 72nd Infantry Division
RO Cav. Corp
GE 170th Infantry Division
RO 1st Mountain Brigade

RO 2nd Mountain Brigade

RO 4th Mountain Brigade

GE 4th Mountain Division

(Romanian 3rd Army: Mountain Corp & Cavalry Corp/German 30th Corp & 49th Mountain Corp) (Soviet 9th and 18th Armies)

Units sent to restore the line:

LSSAH Motorized Division

GE 1st Mountain Division

1st SS Motorized Brigade

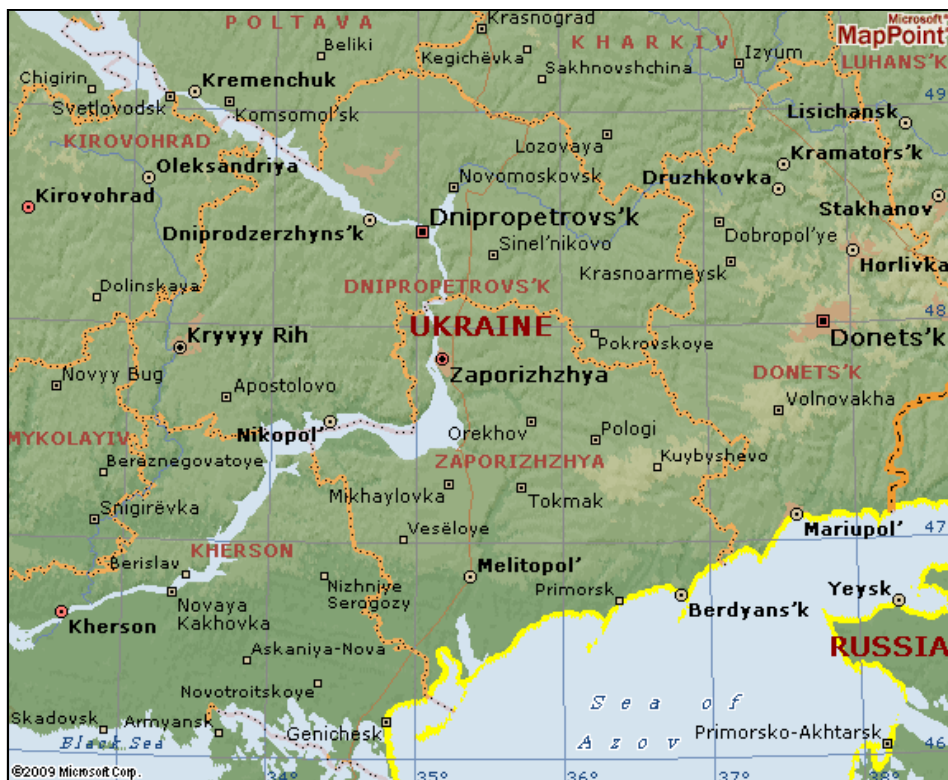
Opposing Russian Forces:

296th 218th, 150th Rifle Divisions
136th, Rifle Div & 30th Cavalry Div
150th, 176th, 30th Rifle Divisions
30th Rifle Division
UI Tank Brigade of the 8th Tank Div
270th Rifle Division
4th Rifle Division
96th Mountain Division
2nd, 7th, **15th Tank Brigades**
130th, 164th Rifle Divisions

Soviet mission was to relieve pressure on the 51st Army in the Crimea by breaking through the [170th Infantry Div and 1st Mountain Brigade into the Cavalry Corp] and the 2nd and 4th Mountain Brigades. The attack was launched on 26 September with LSSAH and 1st Mtn arriving and launching a counter-attack on 28-29 September to stabilize the line.

Scenario:

Elements of the Soviet 96th Mountain Division backed by tanks of the 15th Tank Division strike the front and envelop the flanks of the RO 4th Mountain Brigade. German LSSAH Motorized reinforcements enter on the left of the Brigade and German 1st Mountain Division reinforcements arrive to the right.



operation barbarossa 1941: army group south Praeger Illustrated Military History Series Robert Kirchubel Westport, Connecticut 2004
Osprey Publishing Limited pp. 70-71 Map

**Romanian 4th Mountain Brigade Options**

In 1939 the Romanian army included four brigades of 4 battalions each of Mountain infantry. The Battalions were numbered 1-16. In 1940, 8 reserve battalions were activated increasing the brigades to 6 battalions each. The reservists were not as well trained nor were the 4th Brigade which was the last to stand up(2).

4th Mountain Brigade is presumed to have taken heavy casualties in the Soviet attacks and its defenses will be centered on its HQ and artillery establishment. Romanians are assumed to be dug in and in defensive positions.

Brigade Staff

1 Mountain Infantry Company (12 LMGs + 2 81mm mortars)	Reluctant Veteran
1 Mountain Heavy Company (12 HMGs + 4 81 mm mortars)	Confident Veteran
1 Engineer Platoon	Reluctant Veteran

May have up to 3 Flamethrowers

1 Battery (4 75mm Mountain guns)	Reluctant Veteran
1 Battery (100mm mountain howitzers)	Reluctant Veteran
1 Mountain Cavalry Recce Squadron (10 LMGs 4 HMGs)	Confident Veteran
1 Mountain (motorized) AT Platoon (4 47mm AT guns)	Confident Veteran
1 Motorized AA Platoon (2 20mm AA)	Reluctant Trained
1 Military Police Platoon (2 HMG)	Confident Trained

(2) Rumanian Order of Battle World War II George F. Nafziger Privately Published Pispah, OH 1995 p.51

LSSAH Motorized Division (3)Battalion Assets

Infantry Company Motorized
 3 x Platoons
 (18xLMGs *ROF* 3, 4xHMGs, 2x80mm Mortars, 2xFlamethrowers)
 Motorized Infantry Gun Company
 (2 x 150mm SiG)
 Self-propelled Flak Platoon
 (2 x Quad 20mm Flak)
 Pioneer Platoon (4 LMGs) *Suggests only 2 Squads at Rifle/MG status ROF 2*
 Panzerjaeger Section (3 x 50mm Pak 38 towed)
 SP Panzerjaeger Platoon
 (2 x 75mm Pak 40)

Division Assets

Armored Troop (Troop HQ: 1x Pzkw III Long 50mm + 1 Pzkw IVF1)
 Medium Armored Platoon
 (3 x Pzkw III Long 50mm + 2 Pzkw IV F1)
 1 x Light Armored Platoon
 (5 x Pzkw II ea.)

4th Mountain Division

Gebirgsjager Company	Confident Veteran
H.Q. Pzkr	
AT Rifle Team	
2 x Sniper Teams	
2 x Platoons	
1 x HMG Platoons	
1 x Mortar platoon (6 x 80mm mortars)	
1 x Infantry gun section 75mm lG18 <u>on pack horses</u>	
1 x Scout platoon (SMG armed)	
1 AT Platoon (2 x 50mm Pak - RSO)	
1 AA Platoon (2 x 20mm t - RSO)	
1 Gebirgpioneer platoon (9 Rifle/MG Teams (2 x Flamethrower teams)	

(3) *German Order of Battle in WWII: Waffen SS, Fallschirmjagers & Foreign troops in German Service* G. F. Nafziger The Nafziger Collection, Inc. West Chester, Ohio 2006/2001 p.14-15



BATTLE REPORT

SEA OF AZOV: BATTLE DEFENSE OF THE NOGAI STEPPE (con't)

18th Army (4)

Activated June 1941 on the basis of the Kharkov Military District
Yampol, Dniestr, Bug area July-Aug 1941
Caught in the Uman Pocket, August 1941
Zaporozhye, Donets Basin, October 1941

96th Mtn Rifle Division (5)

Raised at Vinnitsa, Kiev Military District December 1923
Assigned to 18th Army at Kiev June 1941
Reformed as a Rifle Division in October 1941 following the Sea of Azov Battle
Reformed as a Guards Rifle Division in January 1942

Subordinate Units in 1941:

- 43 Rifle Regiment
- 155 Rifle Regiment
- 209 Rifle Regiment
- 651 Rifle Regiment
- 573 Howitzer Regiment
- 63rd Anti-Tank Battalion

During the battle it loses most of its characteristic mountain equipment and is reformed afterwards as a regular rifle division.

15th Tank Brigade (6)

Formed September, 1941 which means that it would have been outfitted with later model tanks. Completely re-equipped with American Lend Lease tanks in spring 1942 following the battle.

Russian Order of Battle Options

96th Mountain Rifle Division

- Mountain Rifle Regiment
- Regimental Staff
 - Cmd, 2iC, NKVD
- Cavalry Recon Platoon
 - 3 Squads (Rifle/MG)
- Infantry Recon platoon
 - 4 Squads (Rifle)
- AA Platoon
 - 3 trucks ea. w/ AAMG
- Chemical Defense Platoon
 - 1 Squad (2 Flamethrower Teams)
- Sapper Company
 - 2 Platoons
 - 4 Squads (Rifle)
- 5 Rifle Companies
 - Cmd
 - 3 Rifle Platoons
 - 4 Squads (Rifle)
 - 1 50mm mortar team
 - 3 HMGs

(4) *The Red Army Order of Battle in the Great Patriotic War including data from 1919 to postwar years* Albert Z. Conner & Robert G. Poirier Presidio Press Novato CA 1985 p.41

(5) *The Red Army Order of Battle in the Great Patriotic War including data from 1919 to postwar years* Albert Z. Conner & Robert G. Poirier Presidio Press Novato CA 1985 p.299

(6) *"Red Hammers" Soviet Self-Propelled Artillery and Lend Lease Armor 1941-1945 Soviet Order of Battle World War II Volume XII* Charles C. Sharp Published by George F. Nafziger 1998 p. 109



BATTLE REPORT

SEA OF AZOV: BATTLE DEFENSE OF THE NOGAI STEPPE (con't)

MG Company

- Cmd
- 3 HMG Platoons
- 4 Sections (1 HMG ea.)

Mortar Company

- Cmd + Observer
- 3 Mortar Platoons
- 4 Sections of 82mm mortars

Mountain Artillery Battery

- Cmd + Observer
- 2 Firing Platoons
- 2 76mm Mountain Guns ea.

(DIVISION ASSETS)

Artillery Commanders Staff Battery

Light Artillery Regiment

- AA Platoon (2 Quad AAMG)
- 2 Artillery Battalions
- 2 76mm Mountain Gun Batteries (4 guns in two platoons + Cmd + Observer)
- 107 mm Mortar Battery (6 mortars in three sections + Cmd + Observer)

Howitzer Regiment

- AA Platoon (2 Quad AAMG)
- 2 Howitzer Battalions
- 3 122mm Howitzer Batteries (+ Cmd + Observer)
- 2 Platoons (2 guns per platoon)

Separate AA Bn

- 2 AA Batteries
- 2 Firing Platoons
- 2 37mm AA Guns ea.
- 1 AA MG Company
- 3 MG Platoons
- 4 12.7mm AAMG ea.

Separate Anti-tank Battery

- 4 Firing Platoons (2 45mm AT ea.)

Separate Cavalry Squadron

- Cmd
- 1 Armored Car Platoon (5 BA-64)
- 3 Cavalry Platoons
- 5 Squads (2 Rifle/MG teams)
- 1 "Tank" Platoon (5 BA-10 Armored Cars)

Separate Sapper Battalion

- 2 Sapper Companies
- Cmd
- 1 Mounted Sapper Platoon (Cmd + 6 Rifle Teams)
- 2 Sapper Platoons (Cmd + 9 Rifle Teams)
- 1 Special Platoon (2 HMGs + 12 Flamethrowers)

15th Tank Brigade

Medium Tank Regiment: T-34 and KV-1

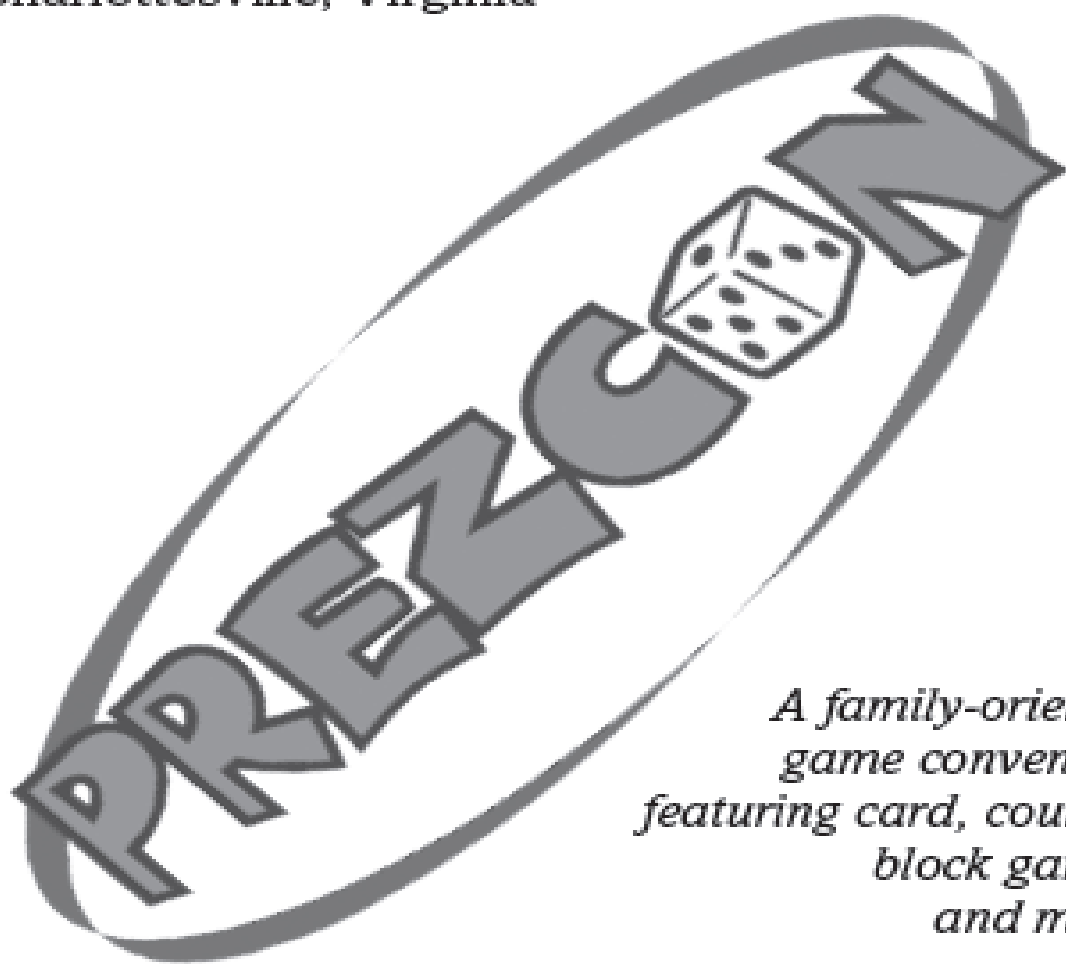
Light Tank Regiment: T-26 and/or T-60 Light Tanks





The Winter Nationals

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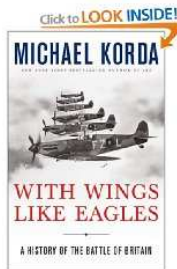


WITH WINGS LIKE EAGLES

By Michael Korda,
HarperCollins, NY, NY 2009 ISBN 978-0-06-112535-5.

Review by: "Ed Mohrmann" eamoh-mann@mindspring.com 4 Feb 2009

Rarely do I recommend a book, but I received for Christmas a book on the Battle of Britain that offers, I feel, quite a new perspective on the battle and is very intriguing for the views it gives into the higher level personalities involved (Dowding, Churchill, etc.) and gives considerable credit to 'the appeasers,' Stanley Baldwin and Neville Chamberlain, for having had the foresight to encourage the development of the fighters and the integrated air defense system which defeated the German attack.



There is little of the actual history of the fighting, though sufficient to illustrate Korda's points. There is much of the political battles fought by Dowding in his efforts to create and then to sustain, and then to operate in the most efficient manner, Fighter Command and its integrated radar, Observers and command centers.

Dowding had, when he began, enemies, and he made more (perhaps among them Churchill, tho' Korda makes no substantive judgment on that) to the extent that, in the *official* British history of the Battle of Britain, there is NO mention of his name !

Highly recommended, for folks interested in this aspect of WWII.

LATEST YOUTUBE MOVIE

Hey Guys:

Here's my latest YouTube movie:

http://www.youtube.com/watch?v=HKAD-oI_xT0

It's based on an article I wrote for HMG Magazine last year.

Enjoy! Ted

VICTORIAN MILITARY SOCIETY

The Victorian Military Society is an educational charity which promotes the study of military history - of all nations and races - in the period 1837 to 1914. Its journal "Soldiers of the Queen" publishes work by both professional and amateur historians

The Society has recently re-launched its web site and for the first time is able to make part of its archives available to non-members on-line. These articles from "Soldiers of the Queen" provide an exciting source of material for war gamers.

www.victorianmilitarysociety.org.uk

Card Game: SPOONS

Not a collectable card game but a game using standard playing cards. My nephews showed me this game over the Thanksgiving holiday and you can get hurt playing. You will need a standard playing card deck (minus jokers), spoons, chairs, and a round table (a table that is very sturdy and in case of damage the spouse won't yell at you). The number of spoons used is less one than the number of players, so for 5 players you will use four spoons. Pile the spoons in the middle of the table. Dealer shuffles and deals out 4 cards to all players. The main object is to get a spoon when someone, anyone gets a four-of-a-kind (any kind). After dealing four cards the dealer starts the game by taking one card from the deck, discarding and passing a card to his left. Remember you are trying to get a four of kind so continue picking a card and passing a card, keeping the ones you want. Never have more than 4 cards in your hands and each player keeps passing one card they don't want to their left. The first person who gets a four-of-a-kind grabs for a spoon and now it's a free for all on who can grab the remaining spoons. One four-of-a-kind opens the pile to anyone who can grab a spoon. You have to watch your hand and the pile to see if someone is going for a spoon. If you do not end up with a spoon you get a letter of the word "spoons". So if you miss 6 times you will spell spoons and you are out of the game. Fun time with the kids even though I got an elbow in the face... ouch. ~Editor



Infantry Weapons and their effect

Posted by: "michael_praw" warpaxx@hotmail.com [michael_praw](#)
Fri Dec 5, 2008 10:04 pm (PST)

WW2 training film

<http://www.realmilitaryflix.com/public/401.cfm?sd=9>

From Pete Panzeri





The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

by Dave Timer



The players pose with their new hats before cutting each others throats



SAFARI RACE – club hats are worn for passing of the Safari Cup



Wayne and Pat bring their Elves onto the board

Our loosely organized group of gamers meets monthly from Labor Day to Memorial Day. We meet at various members' homes on Saturdays with games lasting from Noon until 6 PM with a lunch break. For years now our Labor Dayish game has been 'The Great Safari Race' for the venerable Safari Cup. Last year's winner acts as gamemaster so no one has to hold the cup for two years in a row.

We play several periods including Colonial Africa in the 1880s and American Civil War, with club house rules roughly based on The Sword and The Flame system. Our annual Orcs and Goblins game uses club rules based on 'Chainmail.' We also play Pirates using the WizKids® ships and our variant of their rules.

Most recently we have begun including the Wings of War WWI aviation game into our rotation. It's all jolly good fun, by jingo!

To be included on the Email distribution about our events contact either;

Dave Timer

davetimer@yahoo.com

Or,

Vince O'Mahony

mahuna@comcast.net





The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

The 'Naked Prey' after action report

by David Timer

November

November found our hearty band of gentle warriors at Vince's home in Manassas Virginia ready to foray into the wilds of the African bush. This month's hearty adventures were Pat, Dave K, Wayne and Vince with Dave T as Gamemaster.

The premise for the game was that an unscrupulous group of Ivory thieves had built a fortified trading post in the Lohbangii country. They laid a heavy tribute upon the tribe. Blows and lashings continued, and that the tribute should be paid, the women and children were held as hostages and treated with the barbarity that only the ivory-thieves knew. After a time, the Lohbangii have rebelled against the Ivory thieves. They burned the trading post, killed many of the whites and were proceeding to torture the survivors to death for their own delight and satisfaction. They have saved their most hated enemy, the player's character, for last and only he remains. You manage to appeal to Mobig K'wanga's sense of humor and he has given you a chance to run for your life. You must run from eight of warriors lead by the one that hates you most, M'Kaga.

The Game: Each player gets one prey figure, basically naked except for the smile. The goal is to be the first player to get their prey figure across the eight foot game board and reach the Belgian trading post. Each player also plays the pursuing native warriors chasing the prey figure of the player on their left. Each pursuing group has 8 native figures with spears, including a M'Kaga leader figure, chasing each prey figure.



The set up shows the burning fort and groups of warriors ready for pursuit



The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

The 'Naked Prey' after action report *Con't*

by David Timer

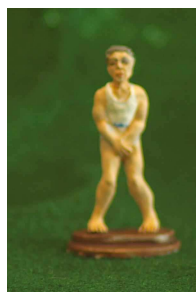
Each player gets a character figure with specific individual attributes.



Vince gets **Wedge O'Toole**, not the sharpest tool in the box. But, Wedge is a pugilist and a dexterous fellow who can hit the bull's eye.



Dave K's character, **Les Izmoore**, is an expert in hand to hand combat. A lesson learned by opponents that get close.



Pat's character is **Count Orff**. The Count is a Diplomat who has a way of calming nervous and untrusting strangers.



Wayne plays **Dwight Mansburdan**. Dwight is a talented marksman who is accurate with a variety of weapons.



The Prey move first

Each of our gentle warriors having selected characters the action began. The Prey get the first move. This is a free move with out pursuit to give the prey a head start. All players move their figure simultaneously. All choose to charge across the open veldt toward the green hell of the jungle. Wayne's Dwight Mansburdan reaches the edge of the jungle in one move and finds a sharp stick/spear.

Turn two begins with another move by the prey. Everyone in the Veldt does another charge move trying to reach the jungle before the pursuit starts.



The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

The 'Naked Prey' after action report *Con't*

by David Timer

The pursuit begins in turn two. By now all the prey are into the jungle, which slows their progress. The screaming pursuers race across the veldt filled with blood lust and the fear they will lose their prey.

So it goes for a few turns with prey running and pursuit chasing. The prey find weapons in the jungle, a club here a spear there. A couple of the pursuers are killed by wild beasts, but there is no advantage gained or lost.

Some of the pursuers get within spear chucking distant of their prey. They throw their spears, but to little effect. The prey suffer only bumps and bruises as they run on.

The pursuit soon follows

Soon the prey come to the stream, which they must cross. Pat's Count Orff is the first figure to reach the stream. His slow footed pursuers can not catch him in mid-stream and the crocodiles seem uninterested.



Les Izmoore takes refuge in the scared grove

Dave K's Les Izmoore is the next to try to cross the stream. Les had stumbled at the stream bank so he is a turn behind Count Orff. His hot footed pursuers catch him in mid-stream after throwing their spears at him. Les is wounded in the Arm (Queen of Hearts). So he can not throw any weapons and he struggles in the close combat. In spite of this he manages to throttle his M'Kaga figure in hand to hand combat.

At this point our band of hunger warriors broke for lunch. Vince had a nice mix of pizza and sandwiches, which were in turn mixed with lively conversation on various topics.

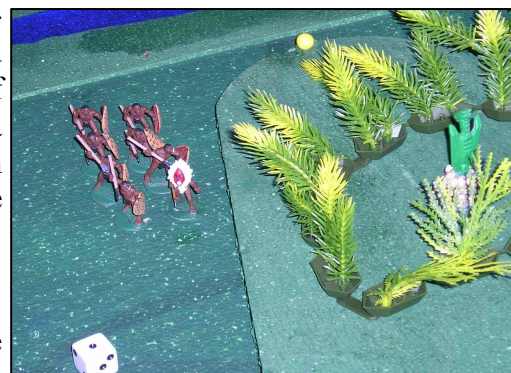


The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

The 'Naked Prey' after action report *Con't*

by David Timer

After lunch we begin again. A fog descends on the Prey. All figures except Les Izmoore, who has enough problems, get lost and make a lateral move either left or right. This puts Pat's Count Orff into the sacred grove of Dah Dah. This actually turns out to be a good misfortune as his pursuers seem reluctant to follow him there. This allows the lagging pursuers to gain ground on all the prey.



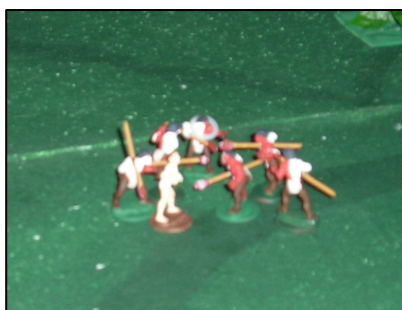
Les Izmoore takes refuge in the scared grove

Meanwhile on the other side of the board, Wedge O'Toole (Vince) and Dwight Mansburdan (Wayne) have foot races running with their respective pursuers. They move toward the ridge that holds the Belgian trading post and salvation with their pursuers in hot pursuit. The Belgian Askari hear the ruckus and start out into the jungle looking for what all the commotion is about.

Soon Dave K's Les Izmoore is surrounded and in a desperate hand to hand struggle with his pursuers. He holds them at bay for two or three rounds even though he has a back right arm and left leg.



Meanwhile Vince's Wedge O'toole and Wayne's Dwight Mansburdan race up the ridge just in front of their pursuers. Wayne's man is felled by a well aimed spear that leaves him unconscious just out of reach of the trading post. Pat's Count Orff races his pursuers along the ridge toward safety. It's going to be close For Wedge and the Count. Will the Les and Dwight survive? Only fate and the dice will tell.



Les Izmore is surrounded



The action is fast and furious for Wedge and Dwight



The LOWER POTOMAC Incontinential IRRIGULARS (Dismounted)

The 'Naked Prey' after action report *Con't*

by David Timer

Sadly Wayne's unconscious Dwight Mansburdan falls victim to the fierce pursuing warriors. His fate is death and worse, (shudder). Dave K's Les Izmoore holds out against the repeated hand to hand onslaughts from his pursuers. But, he is unable to move

Vince's Wedge O'Toole and Pat's Count Orff reach the safety of the Belgians at the same time.

Oh dear! Who has Won?



Vince's Wedge and Pat's Count tie at the finish

Clearly there is but one way to settle the tie. Just like in 'Heartbreak Ridge' it is time for a one-on-one match out. The two Contestants face each other steel eyed across the table and roll for close combat. The Daves and Wayne lean forward with anticipation as dice are thrown.

Who will be victorious?

It is Vince!, victorious in a very close run contest. Vince gets the Running Warrior pin.

Our December game will be a pirate venue game at Gary Lakes on December 12th.





Dear Friends and Patrons
I am pleased to announce the release of an English edition of the book
Cavalry Outpost Duties by Antoine Fortune DeBrack

This new edition of 334 pages by LRT Editions is heavily illustrated with artwork depicting scenes from the Napoleonic Wars and shortly after.

I have the distinct privilege of having more than 30 of my artworks displayed alongside the art of Ernest Meissonier, Edouard Detaille, Alphonse DeNeuille and JOB.

Many of their works which appear in this book are rarely, if ever, reproduced.

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Much of the artwork is reproduced in color adding to the high quality of this edition.

Cavalry Outpost Duties by DeBrack

334 pages, laminated soft cover. Four color throughout and profusely illustrated.

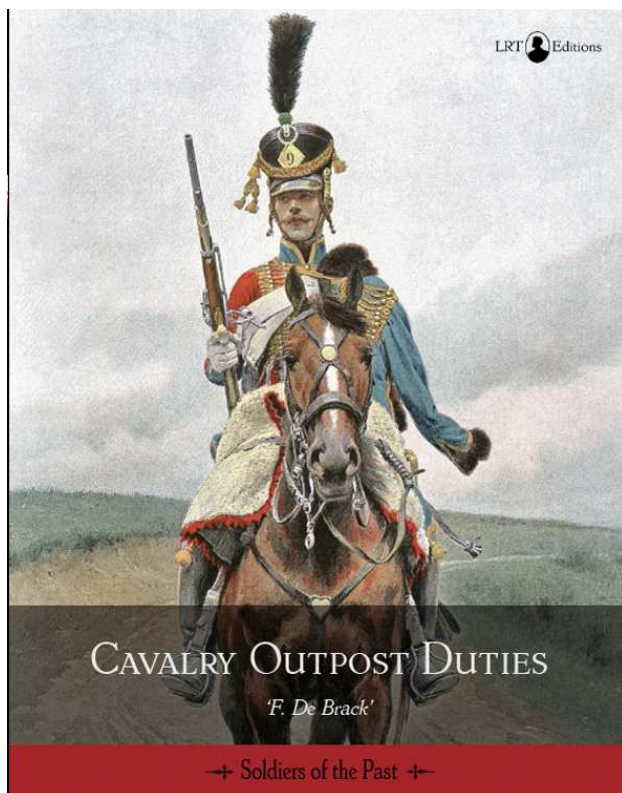
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JAPANESE DEFENCES



By Dean Wilson

The whole tactical doctrine behind the Japanese concept of *defence* is **offence**. The purpose of any defensive measures are to break up an attack before it reaches the shore. Coastal guns are emplaced on the islands to fire out to sea, both to engage larger vessels and primarily once the smaller landing craft and vehicles are over the reef to engage these and obliterate them. Guns are sited well forward, right on the tree line to sweep the enemy from the beach as they struggle in the turf and are usually placed in small batteries of 2-3 guns with their own fire control and observation towers. Flat trajectory guns predominate with the howitzers being sited further back to provide fire onto the pre-determined '*Fire Points*' and to engage vessels and troops further out.



Anti-Aircraft weapons are sighted forward with the guns, firstly to provide cover against airborne attacks and secondarily to engage soft skinned targets once they are ashore or in the turf –employed against the marines as they struggle ashore or against lightly armoured amphibians they provide devastating fire-power!

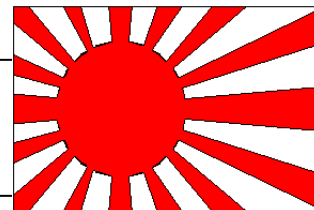


Bunkers are sighted under the tree line and are well camouflaged, so well camouflaged they are often missed by Allied reconnaissance flights. Camouflage is also employed on larger weapons such as the coastal guns, artillery batteries and such like and dummy positions and dummy weapons have also been utilised to great effect expending a lot of Allied ordinance blowing to pieces balsa wood constructions whilst the real guns remain hidden until the Allies step ashore then open up at point blank range with devastating effect.

Machineguns and weapons pits are constructed to provide covering fire outward of the island being defended with little or no provision to provide fire if the enemy breaches these shallow defences.



JAPANESE DEFENCES



By Dean Wilson *con't*

Most are sighted to provide enfilading, cross over fire over the beach obstacles and to mutually support each other. Bunkers and trenches often have concealed escape routes to allow the defenders to *withdraw to re-organise*.

Anti-Tank defences are constructed to separate the tanks from the infantry providing support. Concrete tetrahedrons are widely encountered, and unlike 'Occidental' methods of defence construction are employed as a continuous wall to provide a long barricade across the beachfront or inlet or whatever. Anti-tank ditches are constructed, with the low water table being present on most coral atolls and Pacific Islands this means the ditch rapidly fills with water providing an additional, unexpected, obstacle. Sometimes they are constructed with a log fence on one side (facing the direction of assault), other times the fences are constructed in the shore line.

Anti-tank ditches are usually constructed across the entire islet and are protected on the flanks by minefields and palm log barricades. Barricades are also constructed on the approach to the ditches to slow enemy armour down and are usually supported by concealed anti-tank weapons, either small portable 20mm weapons or larger 37mm guns firing from concealed bunkers. The tetrahedron barricades are often placed on the reef itself which can also be mined to further hamper landing operations.



The 37mm guns employed are usually kept mobile with alternative positions prepared for them. Small tanks, Type-92 and Type-95 have also figured in Japanese Island Defence and have been encountered on several islands such as Guam, Guadalcanal, Okinawa and Tarawa. Self Propelled artillery such as the Ho-Ni 75mm gun on a Type-95 chassis are utilised in the later-war period for island defence but in small numbers (mainly due to the scarcity) Several companies of the Ho Ni are believed to have been deployed on the Japanese Home Islands.

Japanese bunkers start life as small structures constructed of palm logs and sand bags, gradually being reinforced as time goes on. Larger structures can withstand a direct hit from a 155mm shell and these bunkers with their mutually supporting fire can withhold attacks for many days, such as on Tarawa, Guam and Okinawa. The defenders of these bunkers often defend it to the last man and sometimes 'play dead' until the Allies have gone past then launch a furious assault.



JAPANESE DEFENCES



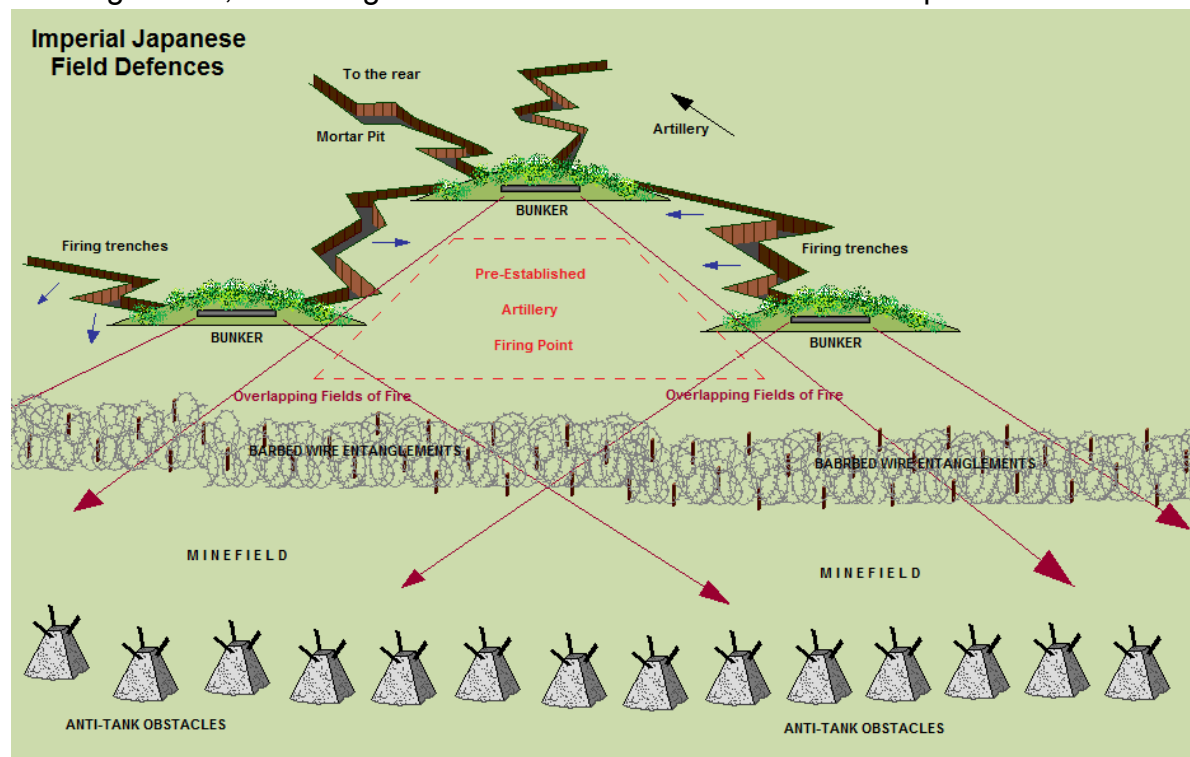
By Dean Wilson *con't*

The Japanese doctrine of defence is one that no matter how many mine shave been laid or how many thousands of feet of barbed wire has been strung the defences are **never** finished.

The principal defences on the beach are constructed around the ubiquitous Nambu 7.7mm machinegun and the fire trench staffed with soldiers manning their trusty Arisaka rifles. Defences are usually shallow in depth but are mutually supporting with overlapping fields of fire and concealed bunkers, trenches, earthworks and protected by aprons of barbed wire, wire entanglements, fences, anti-tank ditches, concrete tetrahedrons and minefields. Strong points are constructed at regular intervals, usually mutually supportive bunkers all connected to fox holes and trenches. All trenches, bunkers and strong points are connected with narrow communication trenches –sometimes these are shallow, just enough for a man to crawl through, other times they are chest deep or have overhead protection; depending on the length of time that particular garrison has had to prepare it's defences

During an assault, each rifleman protecting the strong points, pillboxes and/or weapons pits, has several alternative positions of which he can dash to and they employ this tactic, running from one to another, leading to an over-estimation on the part of the allies just to how big the force is they are encountering. Sometimes the Japanese do not open fire until the Allies are within a couple of feet of their positions, remaining concealed until the last minute when they jump up under a hail of grenade, machinegun and rifle fire to assault the Allies at point blank with devastating consequences.

Grenades, knee mortars, rifles, machine-guns and on Tarawa and Kiska flame-throwers have been used to great effect.





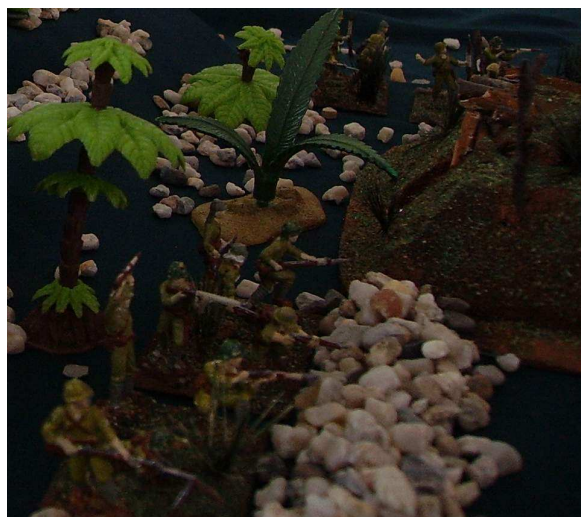
JAPANESE DEFENCES



By Dean Wilson *con't*

The three bunkers in the example above are constructed to provide mutually beneficial overlapping fields of fire for their machineguns (and sometimes 20mm anti-tank guns). The trenches connecting the two side bunkers to the third provide cover for an infantry section to pour enfilading fire into the 'beaten zone' between the bunkers where a likely Allied approach will be. The careful positioning of the bunkers and the open space between them is ideal for drawing the Allied assault in.

The row of tetrahedrons approximately 100 yards from the barbed wire is usually in the actual surf zone, to both hinder landing craft and tanks from coming ashore. Artillery deployed off this example will be pounding this area relentlessly and the coastal guns will be picking off the landing craft like ducks in a shooting gallery. Those that make it ashore then have to negotiate the minefields strewn between the surf zone and the beach zone. The mortars in the mortar pit(s) open fire, dropping deadly explosives all along the beach as the Allies struggle to gain a foothold. Light vehicles, such as Type-92 and Type-95 tanks zip about from their concealed positions into the open to open fire, then retreat at speed to another prepared position –adding to the confusion.



Once the enemy have negotiated the minefield's and the sniper's, artillery and machinegun fire the enemy is confronted with a line of barbed wire. This wire, approximately 100 yards from the lead bunkers is designed to slow the enemy assault down, the machineguns of the lead bunkers and the trenches and weapons pits to the sides opening fire and giving the enemy a severe mauling, the third, (middle), bunker remains quiet, luring the enemy into that position before all hell breaks loose.

Once the enemy is within the 'beaten zone' all machineguns, 20mm anti-tank guns and the ranged in artillery open fire with devastating consequences. Any survivors are quickly counter-attacked with bayonet and close quarter rifle fire until they are running back to the beach to be pounded, once again, by artillery, machinegun and the deadly rain of mortar shells.

DEFENSIVE SCENERY PLACEMENT

Defensive scenery such as minefields, bunkers, anti-tank ditches and such like can only be placed in certain areas on the table. For instance, bunkers CANNOT be placed in any sea zone, including surf! As this just would be plain ridiculous and silly (and not to mention the soldiers defending would need breathing apparatus). Items such as barbed wire, minefields, anti-tank traps

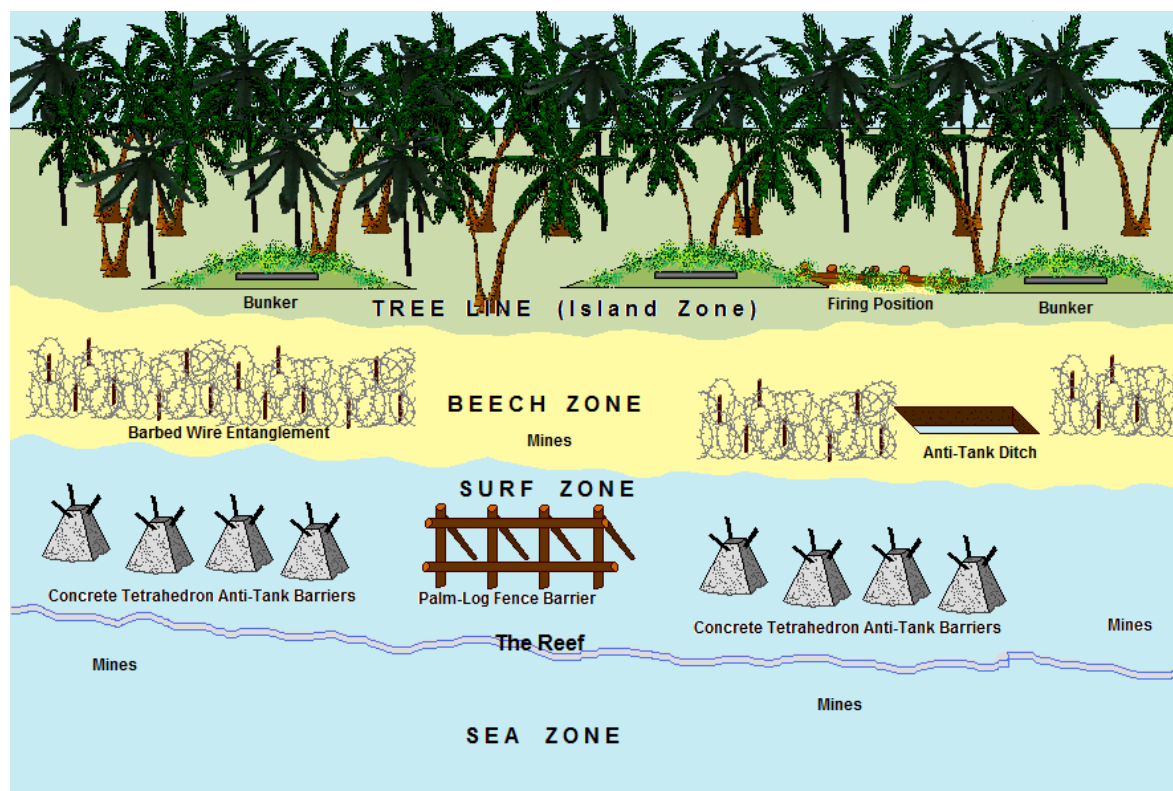


JAPANESE DEFENCES



By Dean Wilson *con't*

and such like can be placed in either the beech zone, surf zone or the reef zone. Anti-Tank ditches CANNOT be placed on the reef, or the sea zone and are ineffective on the surf zone.



BARBED WIRE ENTANGLEMENT

A barbed wire entanglement can be as simple as single strand wire nailed to posts at ankle and knee height to hinder troop movement, it can be in the form of circles, 'snares' of wire hammered into the ground on bamboo stakes or full blown triple or quadruple aprons of thick barbed wire strung across posts. For your games of *Flames of War* barbed wire can be represented as cotton suitable coloured silver glued to small pieces of match stick. Entanglements measure 8" x 2" (20cm x 5cm)

15 points for 4

ANTI-TANK DITCH

Usually measuring 10/20 feet by 4/8 feet wide and anything from 2 to 4 feet deep (depending on hardness of the ground and if it's full of water). To represent these in your *Flames of war* games they need to be modelled on bases 6" x 2" (15cm x 5cm) with a raised lip all the way around to represent the trench. A couple of matchsticks glued on top of each other and covered in paper mâché works well to represent this sort of obstacle. Sand glued to the outside and the interior painted dark muddy brown with gloss highlights to represent water, or modelled with a little drop of resin in the bottom.

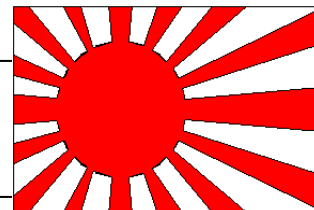
15 points for 2

MINEFIELD

These can be represented straight onto the tabletop by using small stones to mark out the area of the minefield, usually 8" x 2" (20cm x 5cm), or can actually be modelled with small heaps of sand to represent buried mines or as a modelled and textured base with a couple of small 'mine' signs placed at



JAPANESE DEFENCES



By Dean Wilson *con't*

irregular intervals. (bearing in mind the Japanese knew where their mines where and did not draw attention to them!)

20 points for 2

CONCRETE TETRAHEDRON ANTI-TANK BARRIERS

These are modelled in 8" x 2" (20cm x 5cm) strips, remembering NOT to stagger them like the Western armies do, but form a continuous, unbroken line of 'dragons teeth. These can be made from balsa wood or store bought (*Battlefront*™ do a good range for D-Day of Dragons teeth). The base around the 'teeth' can be modelled as water or as sand for on the beech zone.

15 Points for 2

ANTI-TANK PALM LOG FENCE

These are constructed of large sections of palm log arranged horizontally supported by palm logs driven into the sand. Three horizontal logs is about the maximum encountered, reinforcing logs are placed at a diagonal behind the structure to help hold it up and to give it strength. These are placed as a continuous unbroken line, supported by minefields; wire and anti-tank ditches to both channel the enemy and prevent them from landing. These can be modelled using small garden twigs or thicker cocktail sticks.

15 Points for 4

BUNKERS

These can be modelled out of a single lump of polystyrene, shaped and cut with a sharp knife approximately 6" x 4" (15cm x 10cm) maximum, with logs made from garden sticks and cocktail sticks glued to the top alternating horizontal with vertical layers. Notches at 45° angles cut in the front and faced with larger twigs provide the firing slits, cover in plenty of flock and sand to camouflage the bunker -these are ideal for hiding squads of Japanese soldiers and concealing light and medium heavy weapons such as your 7.7mm Nambu machineguns or 20mm anti-tank guns!

Costs are variable depending on type:

30 points	MG Bunker
45 points	HMG Bunker
55 points	20mm A/T Bunker

+20 points defenders are a Suicide Squad

This article has been adapted from the *Flames of War* supplement *the Complete Army Handbook for Japanese Forces Pacific! Japanese Forces Pacific and Defence of the Home Islands 1937 to 1945* published by lulu.com and available from Chokdinok on eBay.co.uk and eBay.com (starting price £7.99)





RECOMMENDATIONS FROM AN AMATEUR PAINTER

by Ben Pecson

There is an old adage among us in the business which states that you are only as good as your last award. If that is the true case, then I am nothing more than an ordinary Joe like the rest of my peers, No matter, I will offer some recommendations from an ordinary Joe.

What type of paint to use? Well, that is a very tall order, as there are many who swear by one medium or another. After 40+ years at it, I can safely say, that they are all excellent mediums and despite those who say else wise, they do complement each other.

Water-based Paints

Wow, again another VERY tall order, as there is a legion of paints out there from special hobby paints (Vallejo, Polly S, Testors, Howard Hues, etc) to craft paints that are even more affordable and larger in content (eg. Ceramcoat, Americana and a number available from Michaels and other like venues). If one is looking for cost effectiveness, I recommend the craft store paints. Just be careful to shake the bottles so you won't get a watery texture that will flow unto the figure and you are doing unnecessary cleanup.

Tube Acrylics

Here you get a wider range of paints, but you also pay a heavy price in cost. If closed well, the tubes will last you years, but in mixing it on your palette, you must mix in extender: otherwise, the paint dries on you rather quickly and inconveniently. There is now an environmentally correct set of tube paints out, but again, unless you are willing to forgo the price, stick to the craft paints.

Enamels and oils

I have been using these a lot lately, in conjunction with the aforementioned paints and given a few minutes between each coat, I find no reason to be dissatisfied, LOL...just remember when cleaning your brush, DO NOT attempt to suck the paint off the point of the brush, as it leaves a verry unpleasant taste in the mouth as well as slight hallucogens from the thinner. The paints again are Testors/Modelmasters, Floquil and best of all, Humbrols, when you can find them. Humbrol also produces a tinned acrylic paint, but unless you have access to a source in Europe, good luck in finding them. A friend of mine, Ed Mueller, paints with them because of the "ease of flow". I can agree with him that this concept is extremely valid, as enamels do have a quick tendency to flow and dry quickly, and if one is doing a lot of figures, this is not a bad idea. The only problem is if finishing or varnishing, you need to use a spray varnish as it will "run" if you try a brush on. I have wanted to commit seppuku after an intrically done figure donned melded colors, after hours of work.

I avoided tube oils until the advent of Windsor-Newton's lines of water mixable oils. I know it sounds like an oxymoron, but the paints do work. Yes, believe it or not the cleanup is plain H₂O, and the results are fantastic. The range in colors as well as in mixable colors is phenomenal, but again, one has to mix the colors in small amounts with a guess on basis of water to speed drying time. One can also mix in Liquien, cobalt or Japan drier to assist drying time, but

unless one is a genius on oils, everything so far is still touch and go. Again, you can mix its use with the acrylics and enamels, just one needs to know where each paint has its restrictions.

I know that this is not rocket science, and I am not an expert at my craft. What my purpose is to encourage the rest of you to try your own hand. I do not concur with the "experts" at the cons, as like with everything else, art is a personal preference. I also like to put a well painted army on the field, whether I can be "victorious" or in the usual case, have my tush handed to me.

Enjoy my friends, and I hope to see you all at one Con or another.

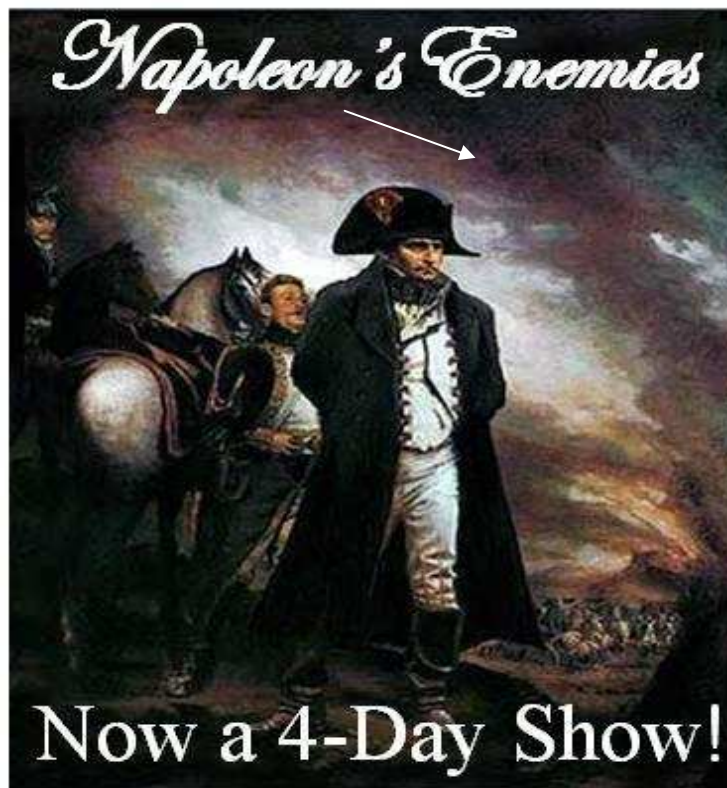
Next: The perils and triumphs of watercolors.





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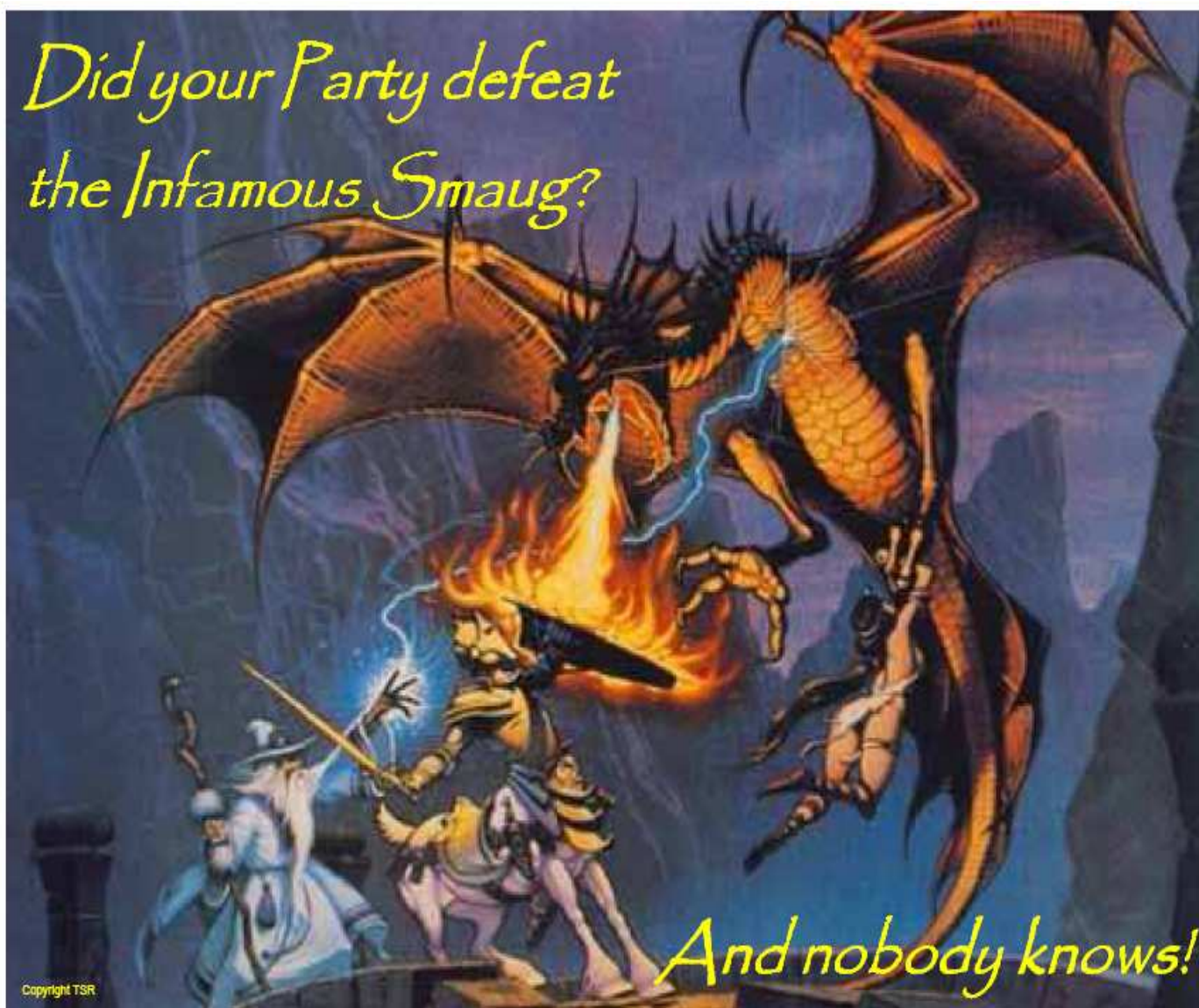
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Download past issues at our webpage (www.novag.org) to see format information and due dates of upcoming issues.

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.



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 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 12 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.*