



# THE GAMERS CLOSET

## In This Issue...

### Features:

*The Russian Army in 1914*

*Guns of August Convention Gallery*

### Reviews:

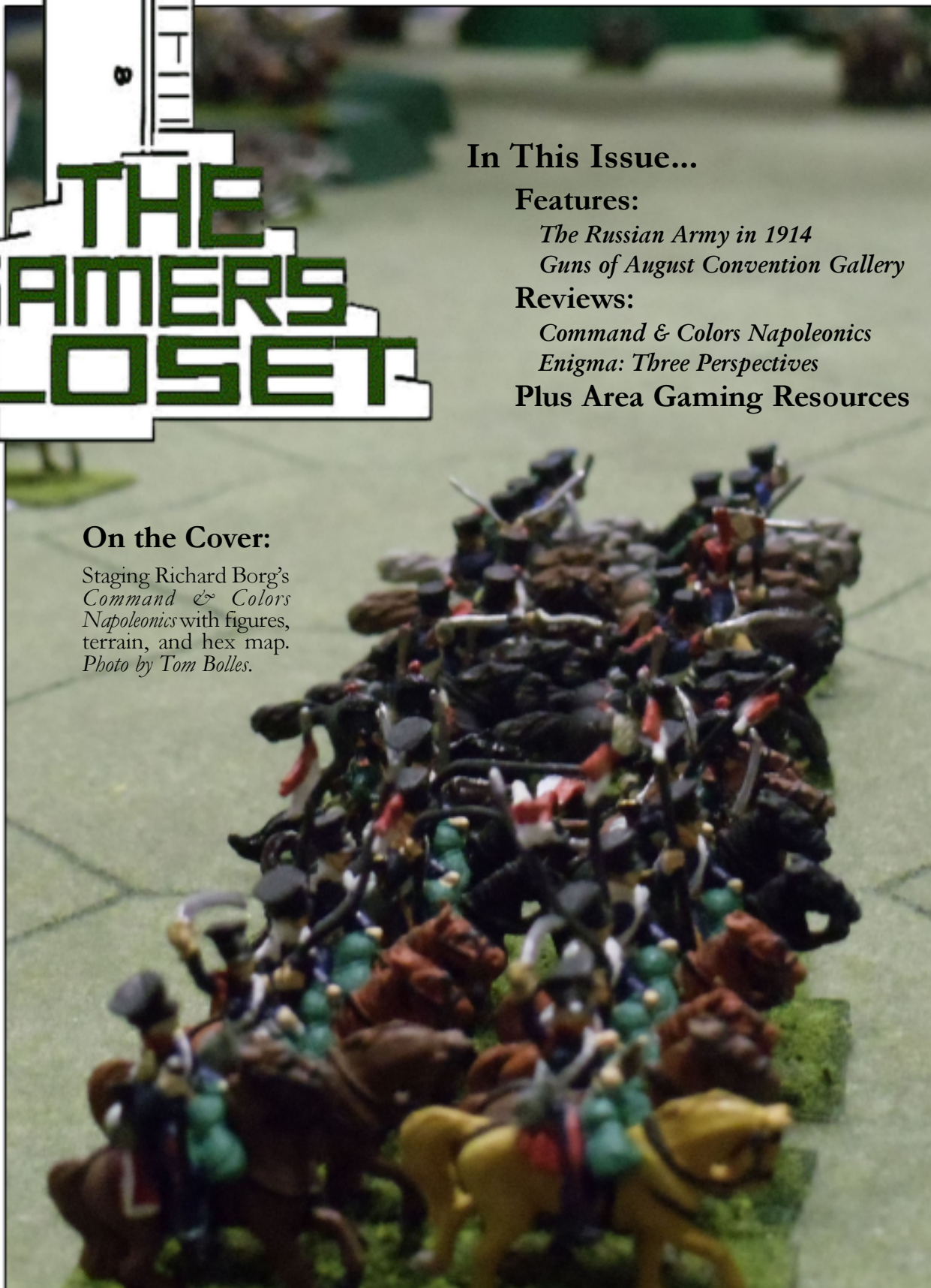
*Command & Colors Napoleonics*

*Enigma: Three Perspectives*

**Plus Area Gaming Resources**

### On the Cover:

Staging Richard Borg's  
*Command & Colors*  
*Napoleonics* with figures,  
terrain, and hex map.  
*Photo by Tom Bolles.*



# Contents

## Features

- The Russian Army in 1914**, by *Bob Williams* ..... 3
- Guns of August Convention Gallery**, by *Peter Schweighofer* ..... 8

## Reviews

- Command & Colors Napoleonics**, by *Timothy Tilson* ..... 10
- Enigma: Three Perspectives**, by *Peter Schweighofer* ..... 12

## Resources

- We Need Your Submissions** ..... 13
- Supply Depot: Area Hobby Stores Featuring Wargaming Products** ..... 14
- Upcoming Operations: Regional Conventions, Events & Game Days** ..... 14
- Allied Forces: Area Game Club Listings** ..... 15
- Reconnaissance Report: Gaming in Northern Virginia & Environs** ..... 16

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## President's Message: NOVAG Notes

The first thing I want to do is thank Peter and Mitch for taking over duties as co-editors of *The Gamer's Closet*. An electronic newsletter is vital to a virtual club like ours. In a diffuse area like northern Virginia it allows us to share game reports, historical articles, game reviews, etc. I encourage everyone to consider submitting an article on some aspect of our hobby. Game reports with pictures are especially welcome.

Second, we continue to host Game Days at a variety of locations in northern Virginia. Thanks to Brian DeWitt for getting us permission to use the Centreville Library in June. Our next Game Day will be October 15 at the Knights of Columbus Hall

at 3700 Old Lee Highway, Fairfax. Although we are getting the hall for free, there will be a \$2 admission fee. The money raised will be split between us and a KofC charity that supports citizens with Intellectual Disabilities. Currently our treasury has \$23. Our only expense is an annual \$17 website registration fee. The money from this Game Day should cover that fee for the next few years.

Finally, I urge you to support your local hobby shop. With the demise of The Game Parlor-Woodbridge, there are only three stores that have space to host gaming. Losing any more would be tragic. So buy that Osprey book or Vallejo paint at a hobby shop rather than on-line.

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## *The Gamers Closet*: Issue #64, Fall 2011

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# The Russian Army in 1914

By Bob Williams

The Russian Army at the beginning of the First World War seemed to most observers to be little different from the armies of the other Great Powers, except in size. Organization and ranks were much the same as those of the other European armies; starting in the 1870's, the Russians had adopted a reserve system similar to that employed elsewhere in Europe; and the Russians, like the other armies of the other Great Powers, expected a short, victorious war. Only the war itself would reveal serious shortcomings in doctrine, leadership, and logistics.

## RANKS

Peter the Great, as part of his program of modernizing and westernizing Russia, endeavored to curb the power of the old, anti-western nobility, or *boyars*, by changing all military and civil posts from hereditary offices to appointments based on merit, allowing even commoners to advance to high office.

The new system was formalized in the Table of Ranks (*Tabel' o rangakh*), created in 1722. This system, modified several times in the two centuries between the reign of Peter I and Nicholas II, remained until the fall of the monarchy the basis of all rank, both civil and military, in the Russian Empire. In the same manner that the modern U.S. military has a unified system of ranks across all four services, so the Russians had a unified system of ranks not only for the army, the navy, and the Imperial Guard, but also for the civil service and court offices, so that, for example, a *nadvorny sovetsnik* (court counselor) at Class 7 was equal in rank to a captain or *rotmistr* in the Imperial Guard, a lieutenant colonel or *voyskovoy starshina* in the line, or a captain second rank in the navy.

Officer ranks in 1914 were roughly equivalent to those in the current U.S. military, but there were far fewer enlisted ranks. As can be seen from the example given above, the same rank differed in name not only between the services, but often also between the combat branches of the army. A private was a *ryadovoy* in the infantry and cavalry, a *kanonir* in the artillery, and a *kazak* in the cossacks. A corporal was a *yefreitor* in the infantry and cavalry, a *bombardir* in the artillery, and a *prikazny* in the cossacks. The next rank, junior sergeant, was *mladshi unter-ofitser* in the infantry and cavalry, *mladshi feyerverker* in the artillery, and *mladshi uryadnik* in the cossacks. The rank of senior sergeant varied the same way: *starshi unter-ofitser*, *starshi feyerverker*, and *starshi uryadnik*. The next rank was that of first sergeant: *fel'dfebel'* in the infantry and artillery, *vakhmistr* in the cavalry, horse artillery, and cossacks. Above first sergeant



Photo: Library of Congress, LC-DIG-ggbain-10052

was the rank of *podpraporshchik* (infantry, cavalry, and artillery) or *podkhorunzhi* (cossacks). This may be considered as roughly equivalent to a warrant officer in the modern U.S. Army—though the Russian *podpraporshchik* was closer to being an NCO than the American warrant officer.

Thus there were six enlisted ranks: private, corporal, junior sergeant, senior sergeant, first sergeant, and warrant officer.

The lowest officer rank was that of ensign (*praporshchik*), which existed only in the line infantry and only during wartime. Otherwise, the most junior commissioned rank (Class 12) was that of second lieutenant: *podporuchik* in the infantry and artillery, *kornet* in the cavalry, *chorunzhi* in the cossacks. A first lieutenant (Class 10) was a *poruchik* in the infantry, artillery, and cavalry, and a *sotnik* in the cossacks. Class 9 was the rank of staff-captain (*shtabs-kapitan* in the infantry and artillery, *shtabs-rotmistr* in the cavalry, *podyesaul* in the cossacks); a captain (*kapitan*, *rotmistr*, *yesaul*), Class 8, was generally the officer in command of a company, squadron, or artillery section. Class 7 was lieutenant colonel (*podpolkovnik* in the infantry, artillery, and cavalry, *voyskovoy starshina* in the cossacks); Class 6 colonel (*polkovnik* in all branches).

There were four ranks of general officers: major general (*general-mayor*), lieutenant general (*general-leytenant* or *general-poruchik* in the artillery and engineers), full general (*polny general*), and field marshal (*general-fel'dmarshal*). Full generals were further distinguished (as in the German Army) by their branch of service: *general ot infanterii*, *general ot artillerii*, *general ot kavalerii*, *general-inzhener*.

Ranks in the Imperial Guard were considered to be one level higher than their line equivalents. Thus, a *shtabs-kapitan* of the Guard was ranked as Class 8 rather than Class 9, and the rank of



lieutenant colonel did not exist in the Guard, officers being promoted directly from captain to colonel.

## ORGANIZATION

The Russian Army in 1914 generally used a “square” organization; that is, four subunits composed a unit. During the course of the war, a triangular organization was gradually introduced.

### Infantry

The smallest infantry subunit was the squad (*otdeleniye*). Four squads made up a platoon (*vzvod*), four platoons, a company (*rota*). A company on a wartime establishment had 235 enlisted men: one first sergeant, one quartermaster sergeant (*kaptenarmus*—a position, not a rank), four senior sergeants, 14 junior sergeants, 20 corporals, 180 privates, and 15 non-combatant personnel (orderlies, accountants, bakers, cooks, grooms, and company clerks). The company was usually commanded by a captain with two to three junior officers to assist him. These officers apparently usually commanded half-companies, but could sometimes function as platoon leaders. The positions of first sergeant and platoon leaders were usually filled by re-enlisted NCO’s with the rank of *podpraporshchik*, *fel’dfebel’*, or *starshi unter-ofitser*. The squad leaders were junior sergeants or corporals.

Four companies made up a battalion; four battalions a regiment. A battalion was usually commanded by a colonel or lieutenant colonel; regiments by colonels. The battalions in each regiment were numbered 1–4, the companies being numbered sequentially for the entire regiment, 1–16. Besides the 16 line companies, each infantry regiment also had a machine gun detachment, a reconnaissance detachment, a communications detachment, and a non-combatant company. The communications detachment and the reconnaissance detachment were composed of men drafted from the line companies.

The regimental machine gun detachment (*komanda*) consisted of four sections (*vzvody*), each of two guns, with a strength of approximately 84 men: the detachment commander, two to four junior officers, a first sergeant, four senior sergeants, six junior sergeants, eight corporals, 52 privates, six transport privates, and two workmen. A machine gun crew consisted of one commander, one gunner, one assistant gunner, two ammo-bearers, and one driver.

Rifle regiments contained only two battalions, except for the Siberian rifle regiments, which, like the infantry regiments, contained four battalions. Otherwise, a rifle regiment did not differ from an infantry regiment in either equipment or organization.

Four regiments made up a division (commanded by a lieutenant general), the regiments being permanently assigned to a particular division in numeric order. Thus, the 16th Division

Class	Approx. Eng. Equiv.	Infantry	Artillery	Cavalry	Cossacks
I	Field Marshal	General-Fel’dmarshal	General-Fel’dmarshal	General-Fel’dmarshal	General-Fel’dmarshal
II	General	General ot Infanterii	General ot Artillerii	General ot Kavalerii	General ot Kavalerii
III	Lieutenant General	General-Leytenant	General Poruchik	General Leytenant	General Leytenant
IV	Major General	General-Mayor	General-Mayor	General-Mayor	General-Mayor
V					
VI	Colonel	Polkovnik	Polkovnik	Polkovnik	Polkovnik
VII	Lieutenant Colonel	Podpolkovnik	Podpolkovnik	Podpolkovnik	Voyskovoy Starshina
VIII	Captain	Kapitan	Kapitan	Rotmistr	Yesaul
IX	Staff-Captain	Shtabs-Kapitan	Shtabs-Kapitan	Shtabs-Rotmistr	Podyesaul
X	First Lieutenant	Poruchik	Poruchik	Poruchik	Sotnik
XI					
XII	Second Lieutenant	Podporuchik	Podporuchik	Kornet	Khorunzhi
XIII	Ensign	Praporshchik			
XIV					
	Warrant Officer	Podpraporshchik	Podpraporshchik	Podpraporshchik	
	First Sergeant	Fel’dfebel’	Fel’dfebel’	Vakhmistr	Vakhmistr
	Senior Sergeant	Starshi Unter-Ofitser	Starshi Feyerverker	Starshi Unter-Ofitser	Starshi Uryadnik
	Junior Sergeant	Mladshi Unter-Ofitser	Mladshi Feyerverker	Mladshi Unter-Ofitser	Mladshi Uryadnik
	Corporal	Yefreytor	Bombardir	Yefreytor	Prikazny
	Private	Ryadovoy	Kanonir	Ryadovoy	Kazak

Note that Classes V, XI, and XIV are empty. These classes contained only Imperial Guard, Civil Service, or Court ranks.



Photo: Library of Congress, LC-DIG-ggbain-17081

was composed of the 61st, 62nd, 63rd, and 64th Regiments. Although the division was divided into two brigades, each consisting of two regiments, in practice, the division commander usually issued orders to the individual regiments directly, bypassing the brigade commander. Rifle regiments were usually organized into independent brigades consisting of four two-battalion regiments, but some rifle regiments, notably the Siberian, were organized into rifle divisions.

Each infantry or rifle division or independent rifle brigade had either a light artillery brigade (six eight-gun batteries) or a light artillery battalion (three eight-gun batteries) attached, which usually had the same number as the division or brigade to which it was assigned.

An infantry corps usually consisted of two infantry or rifle divisions or four rifle brigades with their attached artillery, a battalion (*divizion*) of howitzer artillery, a sapper battalion, and an aviation detachment of six aircraft.

## Cavalry

A cavalry squadron was composed of four troops (*vzvody*) and consisted of five officers (a squadron commander and up to four junior officers) and 144 enlisted men: one first sergeant (*vakhmistr*), four senior and seven junior sergeants, one quartermaster sergeant, three trumpeters, eight corporals, and 120 privates. The squadron commander would be a captain (*rotmistr*). Junior officers could command half-squadrons or troops.

Three squadrons formed a battalion (*divizion*), two battalions a regiment. The Life-Guard Horse and the two Guard Cuirassier Regiments of the 1st Guard Cavalry Regiment, however, had only four squadrons. Two cavalry regiments formed a brigade, two brigades a division. Each cavalry division contained one dragoon, one uhlan, one hussar, and one first-line cossack regiment. Each division contained a regiment of each type with the same number as the division: e.g., the 5th Cavalry Division contained the 5th Dragoons, the 5th Uhlans, the 5th Hussars, and the 5th Don Cossacks. The dragoon and uhlan regiments formed the 1st Brigade, the hussars

and cossacks, the 2d. (the various designations of dragoon, hussar, and uhlan were purely formal, there being no difference in training, tactics, equipment, etc.). A cavalry division also contained one horse artillery battalion (*divizion*) of two six-gun batteries and a machine gun detachment, the latter organized the same as an infantry machine gun detachment.

Cavalry divisions could be assigned to armies or to infantry corps or organized into cavalry corps for conducting special operations, such as raids.

## Artillery

Artillery was divided into light, mountain, howitzer, and heavy field. Light and mountain units were further divided into foot and horse. Batteries were divided into two-gun sections (*vzvody*) and grouped into battalions (*diviziony*), which were further grouped into brigades.

Light artillery was composed of three-inch (76-mm) guns, Model 1902, in eight-gun batteries. Three batteries made up a battalion, and two battalions a brigade. Batteries assigned to rifle brigades or divisions were called "rifle artillery." Horse artillery batteries contained six guns and were grouped into battalions of two batteries. Mountain batteries had the three-inch (76-mm) mountain gun, Model 1909, which was lighter and could be disassembled and packed on horses. Foot mountain artillery battalions consisted of two eight-gun batteries; horse mountain artillery battalions of two six-gun batteries. All these various light artillery units were intended for direct fire.

Corps and army-level artillery was intended for indirect fire. Corps artillery consisted of one battalion of twelve 48-line (122-mm) light field howitzers, Model 1909 or 1910, organized into two six-gun batteries. Each army was assigned one battalion of heavy field artillery consisting of two batteries of six-inch (152-mm) howitzers, Model 1910, and one battery of 42-line (107-mm) guns, each battery containing four guns.

Artillery batteries were organized somewhat differently depending on their guns and type, but all batteries had about five or six officers: the battery commander (lieutenant colonel), two



Photo: Library of Congress, LC-DIG-ggbain-17439



Photo: Library of Congress, LC-DIG-ggbain-17082

senior officers (captains), and two to three junior officers (*podporuchiki* to *shtabs-kapitany*), who performed the duties of assistant battery commander and section commanders.

A light field artillery battery in wartime had a battery first sergeant, 48 gun crewmen, 24 drivers, 8 transport NCO's with the rank of sergeant, 24 caisson crewmen, and 36 caisson drivers. In addition, a battery had three quartermaster sergeants, two to three trumpeters, a transport sergeant, a reconnaissance section, observers, telephone operators, and riding masters, plus the usual non-combat personnel.

## Cossacks

The cossacks were organized somewhat differently than the regular line cavalry and also varied slightly between the different "hosts" (*voyska*)—Don, Kuban, Terek, Astrakhan, etc.—however, in general, a cossack regiment consisted of six companies (*sotni*), grouped into two battalions (*diviziony*) of three companies. The cossacks also had their own reserve system, in which only the first-line regiments were maintained in peacetime (e.g., 17 regiments of Don Cossacks), but upon mobilization the men forming the second and third-line regiments would be called up, effectively tripling the size of the peacetime host.

A Don Cossack regiment consisted of a commander (a colonel), two assistant commanders (lieutenant colonels), six company commanders (*yesauly*), six junior officers in each company (*khорunzhi* to *podyesaul*), one first sergeant per company (usually a *podkhорunzhi*), 40 senior and 40 junior sergeants per regiment, 18 trumpeters, 18 corporals, and 750 privates.

## TACTICS

In 1914 the Russian Army was still absorbing the lessons of the Russo-Japanese War of 1904–1905, so many of the faults discovered in that conflict had not yet been corrected. In addition, despite the tremendous increase in firepower over the course of the nineteenth century, Russian tactical doctrine still relied

too heavily on shock instead of fire combat, still adhering to the maxim of Catherine the Great's General Suvorov that "the bullet's a fool, but the bayonet's a fine fellow."

## Infantry

An infantry company could be drawn up in close order, open order, or extended order, but no fixed interval was prescribed for open and extended order, other than that the men should be at least one pace (28–35 inches) apart. In combat the company was usually formed with the men at intervals of two to four yards, the 1st and 2nd platoons in line forming the first line, the 3rd and 4th the second line, with intervals and distances of about 30–40 yards between platoons. However, the company commander might designate one or more platoons as a reserve and form the remainder of the troops in a different manner. Depending on its formation, the usual frontage of a company in combat was between 200 and 300 yards.

A battalion would be formed up with one to four companies forward and the remainder in reserve; thus a battalion's frontage would vary between 200 and 1,200 yards, depending on the number of companies in line.

At about 2,500 to 3,000 yards from the enemy, the companies would deploy into their attack formations and would open fire at about 800 yards. One company or battalion, designated as the "rifle battery" (*ruzheynaya batareya*) would occupy a position on the flank and slightly in front to lay down a heavy fire until masked. Volleys were still used down to 1,400 yards and occasionally at closer ranges. At 40–50 yards the bayonet attack was launched, with the men shouting "hurrah!" ("urá!") and firing on the run.

On the defensive, Russian troops were trained to counter-attack when the enemy had approached to within 50 yards of their position.

Machine guns were always deployed in two-gun sections, with one section being allotted to each battalion in the regiment. In the attack they were supposed to be pushed well forward.

## Cavalry

A cavalry squadron generally formed for combat with two to three troops forward in line and one or more in reserve. To attack enemy horse, the cavalry would start at the trot in extended order. At 400 yards they would go to the gallop, at 100 yards to the charge and close ranks. When attacking infantry, the first echelons would be in a single rank in extended order, the rear echelons in one or two ranks in open order. If attacking artillery, they formed in two extended lines about 300 yards apart, with the first line in a single rank, the second in two.

Cavalry could also employ the *lava*, an offensive tactic formerly used only by the cossacks. This was usually conducted by individual squadrons formed with two to three troops in widely



extended order, often in a crescent formation, with the reserve squadron about 75–200 yards to the rear, and was intended as a harassing tactic to disrupt the enemy prior to an attack, to screen a maneuver, or delay his advance. Part of the *lava* could be dismounted to conduct fire.

Russian cavalry doctrine since the 1870's had encouraged dismounted combat under certain circumstances. Cavalry could dismount "normally" or "reinforced." In the first, two-thirds of the men would dismount, with the remainder acting as horseholders; in the second, only one man in six remained mounted. Cossack cavalry could dismount all but one man per troop. Dismounted fire was conducted by individual troops occupying a frontage of 35 to 70 yards. Individual aimed fire at close range was the normal tactic, but volley fire could also be employed, and on the defensive, long-range fire could be used to force an enemy to deploy sooner.

## Artillery

Each artillery battery was provided with 11 mounted and 18 dismounted scouts, observers, and signalers. These were formed into advance parties of 6–8 men who moved with the advance guard in order to locate and occupy good observation positions. Artillery commanders received precise instructions concerning mission, location, when firing is to commence, further locations to be occupied if required, etc. Guns would also be detailed to accompany the advancing infantry to engage enemy artillery and machine guns and destroy any obstacles blocking the advance. Artillery observers accompanied the infantry to report when the infantry were about to be endangered by friendly artillery fire, and the infantry was supposed to signal their position with flags or some other method.

## CONCLUSION

The Russian Army in 1914 did not greatly differ in its organization and doctrine from the other major European armies of the time. Ranks, despite some uniquely Russian nomenclature, were generally the same as those found in other armies of the time period. The Russians had "fronts" above the army level, a term not used in the same fashion in the West, and usually called battalions "diviziony," but otherwise used the same organization as other armies: platoons, companies, battalions, regiments, brigades, divisions, corps, and armies. Infantry doctrine placed too much emphasis on the bayonet attack (though, in fact, this was no more mistaken a doctrine than the French belief in the supremacy of the attack), but cavalry tactics relied more heavily on dismounted combat than those of any other European power—a lesson the Russians alone among the European powers had learned from the American Civil War. The Russians' greatest weakness—aside from the often astounding incompetence of their senior commanders—was their artillery, which was less numerous and less powerful than that of their enemies—a debility the Russians would find it almost impossible to rectify, due to their inadequate industrial production and the general incompetence of the government bodies controlling industrial output. In com-



Photo: Library of Congress, LC-DIG-ppmsca-07983

mon with the other belligerents of 1914, the Russians expected a short, victorious war and had not planned adequately for the mobilization of human replacements, the production of material replacements, or the enormous ammunition consumption that would ensue in 1915. Unlike the others, however, Russia had neither the industrial capacity to produce the materiel or the state mechanisms to channel that production efficiently. The result, in combination with the incompetence of many of the senior Russian commanders, would be dire shortages in arms, ammunition, and supplies throughout the war, and the eventual collapse of the war effort in 1917.

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Also consulted was <http://www.akunin.ru/istoria/tabel/>

# Guns of August Convention Gallery

Photos and text by Peter Schweighofer

The Old Dominion Military Society (ODMS) hosts Guns of August, a predominantly miniatures wargaming convention in Williamsburg, VA. This summer wargaming enthusiasts gathered August 12-14 at the Holiday Inn Patriot for a weekend packed with wargames of numerous periods and rules sets, plus board and roleplaying games.



The con's main gaming room consisted of one large ballroom with games in the center and vendors around the perimeter.



The con hosted several popular *Flames of War* tournaments covering the early and mid-war periods.



Frank Preziosa hosts the American Civil War Battle of Olustee (1864) complete with rail line and train.



Many younger players joined Brian Whitaker's *Buccaneer Wars* events throughout the weekend.



Cliff Creech of ODMS runs one several *Circus Maximus* games using 28mm chariots on a 12 foot-long track.



Gamers of all ages fought The Great War in the Air, a continuous event using the *Wings of War* game and miniatures.



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Vendor Contact: Jack Stresing (443) 223-6867; email [gonzo\\_miniatures@comcast.net](mailto:gonzo_miniatures@comcast.net)

## Game Review

# *Command & Colors Napoleonics*



By Tim Tilson

Photos by Tom Bolles

How would you like to be able to play both Quatre Bras and Waterloo in one night? Well now you can with Richard Borg's *Command & Colors Napoleonics*. Drawing on the concepts from *Command & Colors Ancients* and *Battle Cry*, Mr. Borg has designed a quick, easy to play, challenging tactical game of the Napoleonic era.

The board is a hex map with a center and two flank areas. Terrain is depicted using tiles. The units are blocks of wood with peel-and-stick labels. There are four types of units: infantry, cavalry, artillery, and leaders. Infantry and cavalry units normally have four blocks, while artillery has three. Movement is card based, with the better commanders receiving more cards. Infantry units can shoot or melee. The British have an advantage in shooting, while the French are better in melee. Cavalry can of course only charge while artillery must bombard. There are no tactical formations per se. However when charged by cavalry, infantry can form square which causes a temporary loss of a command card. The hexes prevent arguments over who can shoot, etc. Nor are there any flanks so no arguments there. When attached, leaders give units an advantage in combat.

The game is won by destroying a set number of enemy units/leaders. Although designed as a two-player game, it can

be made into a multi-player game. Additional players would then command a wing and activate units when given a card. Although a commander may want to press an attack on his right wing, he may not have the cards to do so. So eventually everyone gets cards for his section. The game takes about 60-90 minutes and there is not much waiting around.

I have played the Vimero scenario twice and found it fun both times. On July 15, 2011, the NOVAG Friday night group played the River Coa scenario three times in as many hours. We played using miniatures (see accompanying photos) and with three players per side.

Finally the game coverts well to miniatures play. You can buy a special *Command & Colors* felt mat from Hotz Artworks online with either 4" or 5" hexes. A word of caution here. The mat can be ordered with flank lines drawn on it; however, the flank lines for *Command & Col-*





## Command & Colors Napoleonic

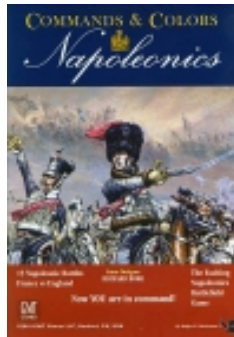
Designed by Richard Borg

Published by GMT Games ([www.gmtgames.com](http://www.gmtgames.com))

Retail: \$70.00

### Contents:

- 1 Mounted Battlefield Gameboard
- 4 Sheets containing 56 double-sided Terrain Tiles and 2 Infantry in Square tracks
- 70 Command Cards
- 8 Battle Dice
- French, British, and Portuguese Blocks and Label sheets
- 3 National Unit Reference Cards
- 1 Rule Book
- 1 Scenario Booklet containing 15 battle scenarios



ors Ancients are not the same as for the Napoleonic version. You can order flank lines for either version or with no flank lines. I have no flank lines and use electric tape depending on which version I am using. A four-stand infantry unit of 15mm figures looks a bit small on my 5" hexes. However the buildings fit the hex quite nicely and allow room for the figures. You could use 25mm figures with say 6 representing an infantry unit. However buildings in 25mm would be problematic. For terrain such as rivers, forests, and buildings use your miniatures equipment. The hills must be hex shaped. Consequently I cut 5" hexes from 1" pink foam insulation, shaped them with a hot wire and finally spray-painted them green.

Overall this is a great game. There are five additional volumes of scenarios for the Ancients game. Let us hope that

Mr. Borg does the same thing for the Napoleonic version.

*Tim Tilson has been playing wargames since 1968. He has served on the NOVAG board for the past few years.*





## Book Review

# Enigma: Three Perspectives

By Peter Schweighofer

*Ultra Goes to War*, by Ronald Lewin, McGraw-Hill, 1978, 398 pp., photographs, bibliography, index, hardcover, \$12.95, ISBN 0-07-037453-8.

*The Secret War*, by Michael Paterson, David & Charles, 2007, 288 pp., photographs, bibliography, index, softcover, \$16.99, ISBN 0-7153-2743-7.

*Enigma: The Battle for the Code*, by Hugh Sebag-Montefiore, John Wiley & Sons, Inc., 2000, 422 pp., photographs, bibliography, index, softcover, \$16.95, ISBN 0-471-49035-0.

These three non-fiction books, two recent and one older but reliable volume, cover the attempts by Allies to break the codes used by Germany's Enigma Machine. Each title offers a different perspective on Enigma depending on the reader's particular interest.

These books tell the story of Enigma's beginnings, the British efforts to crack the cipher, and operations to securely disseminate this material, codenamed "Ultra," to relevant commanders in the field.

The earliest published of the three books, Ronald Lewin's *Ultra Goes to War*, remains the most accessible general history to a broad readership. Drawing on declassified documents at the British Public Records Office, the book chronologically examines the Enigma machine's origins and service with the German military forces and Allied efforts at breaking intercepted messages (particularly at Bletchley Park). The mission of Special Liaison Units to brief field commanders with relevant Ultra intelligence without compromising its source is also detailed.

Lewin provides clear narratives

showing how intercepted signals affected the many of the key battles in the Second World War. The book also provides a firm foundation for those seeking more in-depth coverage of code breaking during this period.

Readers seeking a more firsthand history of the Allied code breaking efforts might consider Michael Patterson's *The Secret War*. Where Lewin's book distills Public

Record Office material into an engaging narrative, Patterson's history relies heavily on individual accounts, primarily diaries, letters, and interviews from the Imperial War Museum's Department of Documents. The book covers many aspects of code breaking during World War II with particular emphasis on Enigma.

Those with more interest in the operational aspects of uncovering Enigma's secrets might consider *Enigma: The Battle for the Code*. This book doesn't focus as much on the efforts at Bletchley Park or with the Special Liaison Units (though it covers these subjects as a matter of course), but instead concentrates on the military operations through which the Allies captured essential pieces (Enigma rotors, entire machines, codebooks, setting lists). Besides offering a detailed account of Allied operations in deciphering and disseminating Enigma material, it examines pre-war and early war efforts by the Poles and French to obtain Enigma machines and break German ciphers.

All these books assume readers have a basic knowledge of the key personalities, geography, and operations of World War II to help place developments about breaking Enigma in historical context. The lack of any maps hinders readers in orienting themselves to the relevant locations mentioned in the books. Each comes with an assortment of archival photos. Heavy footnotes with bibliographical references allow readers to further delve into additional material about Enigma if they desire.

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# We Need Your Submissions!

*The Gamers Closet* promotes the historical miniatures gaming hobby and related activities, including roleplaying games, board games, and other wargames. It highlights the stores that sell these games and the clubs and players who enjoy them as an active hobby. We need your help accomplishing that objective.

Support your hobby by writing for *The Gamers Closet* and sharing your activities with fellow gamers across the internet. You don't have to be a published author; the editors can help develop your articles to reach their full potential and further enlighten readers.

We're looking for submissions about all aspects of miniature wargaming, but we're willing to consider almost any material about the gaming hobby. Here are some ideas for inspiration...but don't limit yourself, write what you know and what engages your enthusiasm:

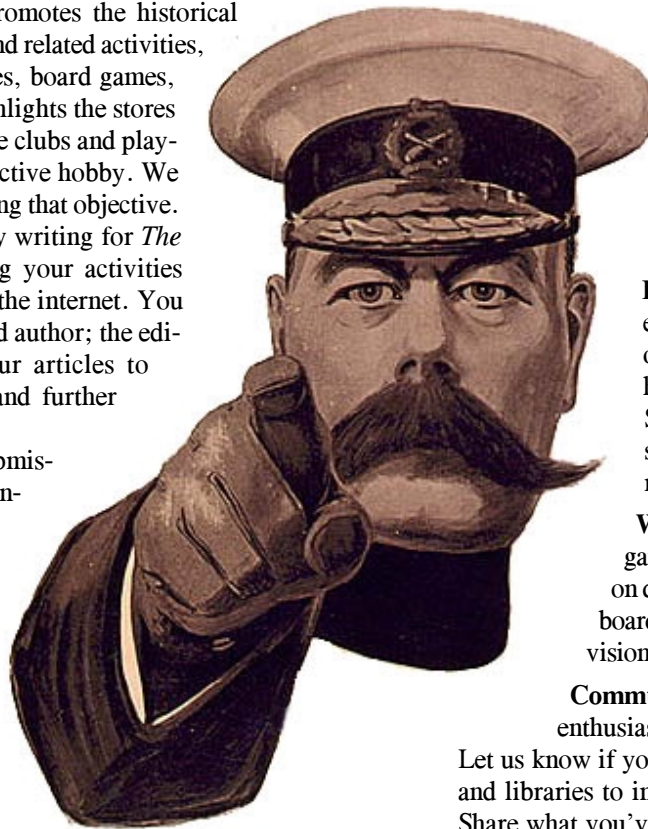
#### **After Action Reports:**

Tell us about your games! Every week gamers fight battles on tables in retail stores, game rooms, and basements. When you pack for your next game knock the dust off that camera and pack it with the terrain. Jot down the names of your fellow players and which forces they're commanding and share a few notes on the scenario, set-up, and resolution. Now when you break that British square with your French cavalry you can record it to share with your fellow gamers.

**Modeling:** Tell us what you're working on at your craft table. Share some photos of the latest figures you're painting, your personal method of basing models, the latest terrain project, or tips to help both beginner and expert modelers.

**Convention Reports:** Have you attended a recent convention or game day? Write an article to share your impressions with others and help promote future events. Take a few photos so readers can see for themselves just what they're missing.

**Club News:** Do you belong to a gaming club? Promote your club by sharing information on your regular game gatherings, activities from past games, and upcoming events. You don't have



to write a huge article; submit a one- or two-paragraph dispatch to highlight your activities and attract new members.

**Reviews:** Share your opinions on books, films, rules, miniatures, and other products related to gaming, everything from recent releases to nostalgic titles from the dawn of gaming.

**Historical Wargaming Material:** Are you an expert on a particular period, campaign, battle, or other aspect of history? Have you visited a historical site or museum that inspired you? Share your explorations in an article and be sure to include notes and ideas on taking your research and bringing it to the wargaming table.

**Wide World of Gaming:** Our readers have many gaming interests. Share with us your views or news on developments in the world of roleplaying games, board and card games, relevant films, books, or television programs across the genres.

**Community:** How are you helping to spread your enthusiasm for the gaming hobby to your community? Let us know if you're involved in bringing gaming into schools and libraries to inspire young people about games and history. Share what you've done and what you've learned so others can reach out as ambassadors and advocates of the hobby.

**Gaming Hobby Resource:** *The Gamers Closet* offers resources for gamers in the northern Virginia region. Check out our regular reference features with information about gaming clubs, conventions and other events, regular games, and area hobby stores. Do you have something to contribute? Notice an inaccuracy about your club or event? Drop us a line so we can better serve you and your fellow gamers.

Please submit articles in MS-Word doc format or as an RTF file; images should come in jpeg format. E-mail the text and separate image files as attachments to schweig AT att.net. Please include captions at the end of your text so we have information about the photos you send. We want to promote you as a gaming author, so please include a short, one-sentence bio about yourself at the end of the article text; feel free to include a personal gaming website, blog, or Facebook page for you or your gaming club. We try to use all appropriate submissions and as many illustrations as possible depending on formatting. Contact the editors at schweig@att.net with any questions.

# Supply Depot



## Area Hobby Stores Featuring Wargaming Products

**The Compleat Strategist:** 103 East Broad Street, Falls Church, VA 22046; [www.thecompletestrategist.com](http://www.thecompletestrategist.com).

**Dream Wizards:** 11772 Parklawn Drive, Rockville, MD 20852; [www.dreamwizards.com](http://www.dreamwizards.com).

**Eagle and Empire:** 6468 Landsdowne Ctr., Alexandria, VA 22315; [www.eagleandempire.net](http://www.eagleandempire.net).

**The Game Parlor - Chantilly:** 13936 Metrotech Drive, Chantilly, VA 20151; [www.gameparlor.com](http://www.gameparlor.com).

**The Game Vault:** 6328 Five Mile Centre Park, Suite 414, Fredericksburg, VA 22407; [www.thegamevault.net](http://www.thegamevault.net).

**Games & Stuff:** 7476 Baltimore Annapolis Blvd., Glen Burnie, MD 21061; [www.aocmwc.com](http://www.aocmwc.com).

**Hobby Works - Fairfax:** Fairfax City Mall, 9650-42 Main Street, Fairfax, VA 22031; [www.hobbyworks.com](http://www.hobbyworks.com).

**Huzzah Hobbies:** 44927 George Washington Blvd, Ste.135, Ashburn, VA 20147; [www.huzzahhobbies.com](http://www.huzzahhobbies.com).

**NOVA Comics & Games:** 6324 Springfield Plaza, Springfield, VA 22150; [novacomics.net](http://novacomics.net).

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# Upcoming Operations



## Regional Events, Conventions & Game Days

**NCMSS 50<sup>th</sup> Annual Washington Show**, Annandale, VA, Sept. 10, 9 a.m. - 5 p.m.; [www.ncmss.org](http://www.ncmss.org); The National Capital Model Soldier Society sponsors this show at NoVA Community College's Annandale campus, including military miniatures contests, displays, and vendors.

**NOVAG Fall Game Day**, Knights of Columbus Hall at 3700 Old Lee Highway, Fairfax, VA, Oct. 16, 10 a.m. - 5 p.m.; contact Tim Tilson ([hmslydia@msn.com](mailto:hmslydia@msn.com)) with games; \$2 admission fee.

**Military History Weekend**, Williamsburg, VA, Oct. 15-16; [www.mhwsow.com/2011](http://www.mhwsow.com/2011); military history exhibits, re-enactors, seminars, workshops, vendors; \$5 adults, free parking.

**Fall In!** Lancaster, PA, Oct. 28-30; [www.fall-in.org](http://www.fall-in.org); hosted by HMGS East with the theme of "US Cavalry - From Horse to Helo" and miniatures games, hobby guests, seminars, exhibitor hall.

**Williamsburg Muster**, Williamsburg, VA, Feb. 3-5, 2012; [www.odms-club.com/convention/next\\_convention.html](http://www.odms-club.com/convention/next_convention.html); hosted by the Old Dominion Military Society, the con features miniature wargames, with board games, roleplaying games, and vendors.

**Cold Wars:** Lancaster, PA, March 8-11, 2012; [www.coldwars.org](http://www.coldwars.org); hosted by HMGS East with the theme of "1812, A World at War - Napoleon in Russia, Wellington in Spain and the War of 1812" and miniatures games, hobby guests, seminars, exhibitor hall.



# ALLIED FORCES

## Area Game Club Listings

### MARYLAND

**Army of Central Maryland Wargaming Club.** POC Jim McWee, 8204 Black Diamond Ct., Pasadena, MD, 21122, ph. (410) 439-1020, e-mail [jmcwee@comcast.net](mailto:jmcwee@comcast.net), website [www.geocities.com/aocmwc](http://www.geocities.com/aocmwc). Meetings held in Glen Burnie.

**Colonial Boys Club.** POC Bob Giglio, 5732 Goldfinch Ct., Ellicott City, MD 21043, ph. (410) 465-7688, e-mail [ecwcaptain@aol.com](mailto:ecwcaptain@aol.com). Meets one or two Saturdays a month using *Soldier's Companion* rules.

**Columbia Wargaming Club.** POC Ed Miller, 10561 Owen Brown Rd., Columbia, MD 21044, ph. (410) 997- 6975. Meets every Thursday 7:30-11 p.m.

**Delmarva Legion of Historical Gamers.** POC Den Leventhal, 143 Charnor Manor Blvd., Chestertown, MD 21620-2407, ph. (410) 810-2521, e-mail [leventhal@md.net](mailto:leventhal@md.net). Wargamers on Maryland's Middle and Upper Eastern Shore.

**Harford Area Weekly Kriegspielers (HAWKS).** POC Geoff Graff, 4027 Old Federal Hill Road, Jarrettsville, MD 21084, phone (410) 557-2456, e-mail [ggraff@erols.com](mailto:ggraff@erols.com), website [users.erols.com/ggraff/miniatures.html](http://users.erols.com/ggraff/miniatures.html).

**Maryland Historical Gamers (MHG).** POC Steve Weeldreyer, 1815 Eagle Rock Ln., Frederick, MD 21702, work ph. (202) 273-9477 or home ph. (301) 668-0328, e-mail [steve.weeldreyer@hq.med.va.gov](mailto:steve.weeldreyer@hq.med.va.gov). Meetings held in Rockville.

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

**Monocacy Warparty.** POC Marcus Jurado, 9016 Belvedere Dr., Frederick, MD 21774, ph. (301) 874-2076, e-mail [dedonta@aol.com](mailto:dedonta@aol.com), website [www.monocacywarparty.com](http://www.monocacywarparty.com). Meets monthly for FPW, ACW, etc.

**Potomac Wargamers.** POC Club President Fred Haub, ph. (202) 267-1448, e-mail [fhaub@comdt.uscg.mil](mailto:fhaub@comdt.uscg.mil). Meets second Saturday of every month, various locations within the Washington, DC, area.

**Silver Spring Civic Guard.** POC Ed Mueller, 602 Lanark Way, Silver Spring, MD 20901, work ph. (703) 907-2621, e-mail [edmuel@hotmail.com](mailto:edmuel@hotmail.com), website [games.groups.yahoo.com/group/civicguard](http://games.groups.yahoo.com/group/civicguard). Meetings in Silver Springs, MD, and as arranged by members.

**Southern Maryland Partizans.** POC Andy Turlington, 122 Circle Ave., Indian Head, MD 20640, ph. (301) 885-2820, e-mail [andrewturlington@hotmail.com](mailto:andrewturlington@hotmail.com), website [www.smpartizans.com](http://www.smpartizans.com). Meets at 2904 Crewsview Ct., Waldorf, MD 20603.

**Southern Maryland Wargames Club.** POC John Hodson, ph. (301) 613-0044, website [games.groups.yahoo.com/group/smwcl](http://games.groups.yahoo.com/group/smwcl). Meets for games at 6990 Orchard View Lane, Hughesville, MD 20637.

### VIRGINIA

**Battle Barn Gamers.** POC Joe Brimer, 203 Locust Pl., Williamsburg, VA 23188, ph. (757) 566-3222, e-mail [napwar3@cox.net](mailto:napwar3@cox.net), website [www.freewebs.com/battlebarn](http://www.freewebs.com/battlebarn). Meets every Thursday night and every other Saturday night; check the website for listing of games and times.

**Blue Ridge Historical Miniatures Association (BRHMA).** POC Doug Kline, 4451 Ray St., Roanoke, VA 24019, ph. (540) 977-0696, e-mail [Dkline1863@aol.com](mailto:Dkline1863@aol.com).

**Dulles Wargaming Club.** POC Ben Lacy, 43326 Butterfield Ct., Ashburn, VA 20147, ph. (703) 282-9208, e-mail [blacy@adelphia.net](mailto:blacy@adelphia.net), website [home.comcast.net/~benlacy/](http://home.comcast.net/~benlacy/). Specializing in 20th century historical skirmishes (WWII) in 15-54mm.

**Lynchburg Area War Gaming Society (LAWGS).** POC Patrick Hubble, 1112 Harrison St., Lynchburg, VA 24504, ph. (434) 847-4933, e-mail [mortician88@hotmail.com](mailto:mortician88@hotmail.com), website [games.groups.yahoo.com/group/LynchburgAreaWarGamingSociety](http://games.groups.yahoo.com/group/LynchburgAreaWarGamingSociety).

**Richmond Area Gaming Enthusiasts.** POC Arte Thomas, 8196 Windsor Dr., Mechanicsville, VA 23111, e-mail [tera\\_81@excite.com](mailto:tera_81@excite.com).

**Northern Virginia Gamers (NOVAG).** POC President Tim Tilson, e-mail [hmslydia@msn.com](mailto:hmslydia@msn.com), website [www.novag.org](http://www.novag.org).

**Old Dominion Military Society (ODMS).** Hampton Roads, VA, area, website [www.odms-club.com](http://www.odms-club.com).

**Tidewater Historical Gamers Association.** POC Perky Falconer, 716 Hempstead Ct., Chesapeake, VA 23322, ph. (757) 482-5399, cell ph. (757) 672-8219, e-mail [perkyf@cox.net](mailto:perkyf@cox.net), website [www.thwa.flamingdirtclod.com](http://www.thwa.flamingdirtclod.com) and [games.groups.yahoo.com/group/THWA](http://games.groups.yahoo.com/group/THWA). Meets every two weeks.

**Valley Miniatures Confederation.** POC John Hagen, 109 Balsley Rd., Staunton, VA 24401, ph. (540) 885-1401, e-mail [john2\\_va@yahoo.com](mailto:john2_va@yahoo.com).

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

**Winchester Table Top Gamers.** Website [games.groups.yahoo.com/group/WTTG/](http://games.groups.yahoo.com/group/WTTG/). Informal group in Winchester, VA.

# Reconnaissance Report

## Gaming in Northern Virginia & Environs

Various groups and stores regularly host gaming gatherings; check out the websites or contact information listed to verify meeting times and dates. Know of regularly scheduled gaming activities in the area? Send information or corrections to [schweig@att.net](mailto:schweig@att.net) with "NOVAG" in the subject line, and make sure to include a website address or other public contact information.



### Wargaming



#### The Game Parlor



([www.gameparlor.com](http://www.gameparlor.com))

**Tuesdays: *Warhammer*.** The Iron Fist League plays from 3 p.m. until closing ([www.ironfistleague.com](http://www.ironfistleague.com)).

**Wednesdays: *Fields of Glory/DBM*** starts around 5-6 p.m. Contact A.J. Musgrave.

**Thursdays: Thursday Night Gaming Group.** For details contact Nigel Clarke ([NClarke@verizon.net](mailto:NClarke@verizon.net)) or see their Yahoo Group for details.

**Fridays: NOVAG.** The Northern Virginia Gamers host various historical miniatures wargames starting at 7 p.m. ([www.novag.org](http://www.novag.org) and [games.groups.yahoo.com/group/NOVAGList](http://games.groups.yahoo.com/group/NOVAGList)).

**Saturdays: *Warhammer*.** The Iron Fist League plays from 3 p.m. until closing ([www.ironfistleague.com](http://www.ironfistleague.com)).

**Sundays: *Heroclix*.** Starts at noon, contact Bill Pittman ([William.Pittman@worldnet.att.net](mailto:William.Pittman@worldnet.att.net)).

**Sundays: *Fields of Glory*.** Starts at 11 a.m. Contact A.J. Musgrave.



#### Eagle and Empire



([www.eagleandempire.net](http://www.eagleandempire.net))

**Wednesdays: *Flames of War* and *Warmachine*.** Starts at 7 p.m.

**Thursdays: *Warhammer Fantasy*.** Starts at 7 p.m.

**Fridays: *AT 43*, *Warhammer 40K*, and *Classic Battle Tech*.** Starts at 7 p.m.



#### Hobby Works Fairfax



([www.hobbyworks.com](http://www.hobbyworks.com))

**Fridays: *Warhammer* and *Warhammer 40K*.** Tournament starts at 4 p.m. (703-426-8600, [fairfax40@gmail.com](mailto:fairfax40@gmail.com))



#### Huzzah Hobbies



([www.huzzahhobbies.com](http://www.huzzahhobbies.com))

**Tuesdays: *Malifaux*.** Starts around 6 p.m.

**Thursdays: *Ancients/Medievales*.** 15mm *DBA* games start around 6 p.m.

### Board Gaming



#### The Game Parlor



([www.gameparlor.com](http://www.gameparlor.com))

**Tuesdays: The Washington Gamers Association and Game Club of Maryland.** Board games start at 6 p.m. ([www.washingtongamers.org](http://www.washingtongamers.org)).

**First Saturdays: The Washington Gamers Association.** The club runs board games on the first Saturday of the month from 11 a.m. to 10 p.m. ([www.washingtongamers.org](http://www.washingtongamers.org)).



#### NOVA Comics & Games



([novacomics.net](http://novacomics.net))

**Saturdays: Nova Jacks Gaming Group.** Board games start at 6 p.m. (703-912-6682, Bill Eldard at [eldardw.erosl.com](mailto:eldardw.erosl.com)).

### Find NOVAG on the Web

[www.novag.org](http://www.novag.org) is the club's main webpage offering basic information and downloads of past and current issues of *The Gamers Closet*.

The NOVAG Pavilion Meetup site at [www.meetup.com/The-NOVAG-Pavilion/](http://www.meetup.com/The-NOVAG-Pavilion/) offers up-to-date information on gaming meets throughout the northern Virginia area.

NOVAG's on Facebook at [www.facebook.com/home.php#!/home.php?sk=group\\_176334509086386&ap=1](http://www.facebook.com/home.php#!/home.php?sk=group_176334509086386&ap=1).

You can also join NOVAG through the NOVAG List Yahoo group at [games.groups.yahoo.com/group/NOVAGList/](http://games.groups.yahoo.com/group/NOVAGList/).