

Issue 57

www.novag.org

The Gamers Closet



***The E-zine of the
Northern Virginia Gamers
(NOVAG)***



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Doing what the Soviets do best at swarming on a defended area by US forces. A Soviet Tank Regiment breaks from march to attack a defended hill by US forces being gamed with the Fistful of TOWS rules. *Where are those A-10's!!!*





FALL IN!™ 2007

Westward Ho!

American Expansion: 1789 to 1889

9 – 11 November 2007

Eisenhower Inn and Conference Center • 2634 Emmitsburg Rd • Gettysburg, PA 17325

"It is America's right to stretch from sea to shining sea. Not only do we have a responsibility to our citizens to gain valuable natural resources we also have a responsibility to civilize this beautiful land." – author unknown

Come celebrate the rapid growth of a nation! From 1789 to 1889, America obtained huge tracks of land – expanding its borders from coast to coast gaining control of most of North America. This growth was not without conflict, vast territories were claimed by conflicting nations resulting in several major wars and numerous skirmishes with Native Americans, European nations, Mexico and even with fellow Americans.

This period also saw America's first use of power overseas – waging war against Barbary Pirates and the legend of the Marines was born.



This year's convention sees the return of Military Science Theater and the ever popular painting events. What could be better than *Great games, Good times and Gettysburg?* See you in November!

Special thanks to Cannon Fodder Miniatures and Dixon for the use of their photos.

POC is Jim McWee, director@fall-in.org

Featherstone Cup Tournament

A good-natured, yet competitive, tournament dedicated to one of the grandfathers of the historical miniature gaming hobby, that pits teams of club members against one another.

The ultimate prize: the Featherstone Cup. A sizable, high-quality trophy that's patterned after hockey's Stanley Cup. The winning club's name will be etched into the side for all time—and they will be allowed to take home the trophy for one year.

Coordinator: John Snead featherstone@fall-in.org

Our Convention Site The Eisenhower Inn

You'll like our convention site: the Eisenhower Inn & Conference Center, 2634 Emmitsburg Rd., Gettysburg, PA, just 4 miles south of downtown Gettysburg on U.S. Business 15 South.

The hotel features a variety of amenities—pool, sauna, health and fitness center, and gift shop—plus a sizable gaming area. Next door, the All-Star Family Fun & Sports Complex has an arcade and virtual reality rides.

When you arrive in Gettysburg, take Rte. 15 and look for the Steinwehr Ave. exit. Exit, and head north on U.S. Business 15 for 2 miles. It's on your right!

Telephone: (717) 334-8121 or (800) 776-8349.



VISIT OUR WEB SITE AT WWW.FALL-IN.ORG





President's Remarks

Game Day. The June Game Day went well. We had around 20+ people in attendance. Chris Collins ran a Fire and Fury scenario of Pea Ridge. Charlie Torok ran a late era Napoleonic game with his home rules. C.B. Stevens ran an air game featuring the soon to be released rules set *Check Your Six!* With an Italian scenario. And Greg Lyles ran a WWII armor battles called Sidi Bou Zid. Two of his players, Eric Freiwald and Charles Locke get special recognition for good sportsmanship. A gentleman stopped by with his two sons aged about 3 and 5 to watch the game. Dad had been playing the board game *Memoir '44* with the boys. So these guys knew to root for the Americans. Eric and Charles graciously let the little tykes roll for them. Doing their part to help grow the hobby. And Dad has been added to our NOVAG Friday night list.

Elections. We held out annual elections. Brian and I were returned to the board. Dave Luff and Tom Bolles were tied for votes. In true wargamer fashion I suggested they dice off. But Dave agreed to drop out and Tom has joined the board where he will serve as Treasurer.

Upcoming Events. The big one of course is Historicon in late July. I hope everyone has their hotel reservations by now. Also don't forget that TRIADCON will be by September 8&9 up at UofMd at College Park. Our own Walt O'Hara will be running this again. I look forward to a large NOVAG contingent. We are looking to maybe run a smaller Game Day at the new Eagle and Empire location in Franconia, some time in late October, after TRIADCON and before Fall In. You know things are going good for the hobby when events crowd each other.

I hope everyone had a good summer and a good time at HCon. I saw a lot of NOVAG members up there. Although HCon is behind and Fall In a few months away, there are plenty of gaming/hobby opportunities in the interim.

First, we have TRIADCON coming up very quickly, on Sep 8/9. I hope many of you can make that. Our very Walt O'Hara and Andrew Turlington have put a lot of work and money into this show. Let's all attend and help make it a success. There will be both historical miniatures and board games. So go and try something new and different.

The next weekend (Sep 15th) NOVAG will be at the 46th Annual Washington Show put on by the National Capital Model Soldier Society. This will be at the Annadale Campus of Northern Virginia Community College. We will have a table showcasing the hobby, the various scales and historical periods. We also will have a very short/simple scenario set up, something from Sword and the Flame. We need people to help meet/greet the public and run the game. If you have a few spare hours between 9:00 and 5:00 please let me know.

Then on Sunday Oct 14th, NOVAG will be host a mini Game Day at the Eagle and Empire gaming shop. E&E is now located in Franconia, just north of Ft Belvoir. We need two GMs to run games then. No Home rules please. If you are interested, please contact me. Finally we have games on Wed, Thurs and Fri nights at the Game Parlor's two locations. Our web site has been redesigned and we will now be posting the monthly schedule there in addition to the email format. So if you miss the email just check there. The website has a new look thanks to Ben Stack who built on Roxanne's work last year to "tart it up" a bit. This is just the first phase of the redesign. We will be adding other features such as pictures and Game Day Reports, and links to other sites. Enjoy the busy fall season and I hope to see all of you at one of these events.

NOVAG at Toy Soldier Show

NOVAG has been given free table space at the national Capital Model Soldier Show on September 15th. This will be held in the Annandale Virginia area. We are looking for gamers to bring some terrain, various figures etc to help explain the historical miniature hobby and help us grow. Possibly we could also host/run a very simple DBM/TS&TF type game for people to play on a walk up basis. If you are interested in helping contact Tim Tilson at hmslydia@msn.com or 703-273-9436.



Club Directors and Officers

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

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

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

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

Webpage: <http://www.novag.org>

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

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



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



Hello all, I hope the summer is going well for you and your family. I first must apologize for the lateness of this issue for I have not adopted the schedule of the old Courier magazine (I do miss that old magazine). Just got into a rut and not feeling myself, pretty much down and did not want to do anything. I have rolled a 10 and my morale is pretty good now and getting good exercise at the gym and golfing. I also do not want to let down the number of writers who have been taking their time to write articles for these pages and for that I thank you.

Big news is that the next issue we will be trying out a monthly issue and a smaller format so we can get the gaming schedules to our members. The due date for each issue will be the 25th of each month so I can have time to complete it. It should look like this issue but just a little smaller but don't let that keep you from sending in articles and photos to keep a good supply handy.

The gaming schedule will be detailed for the games our members will be hosting for the month but for other locations I have posted each store and webpage so you can go and see what events are being played. Right now I have NOVAG events at the Gamer Parlor store but if any NOVAG member is running a game at another store PLEASE forward the information to me for the calendar for I can only post what I receive.

On the next page I have the flier for a local gaming convention called "TRIADCON" which is being hosted next month at the University of Maryland by members of NOVAG (not a NOVAG convention) but just as good and I highly recommend everyone to make plans on attending. It is a great event and fun is guaranteed for all.

Also FALL IN will be on us soon so get your games to the HMGS staff and make sure to post the event from NOVAG.

The next issue of The Gamers Closet #58 will be for October so the due date for articles will be

September 25

I still am looking for articles on role playing and card games so if you know of anybody who games and likes to write let them know about The Gamers Closet.

Well that is about it and I see it is time to hit the gym. Not to get on a soap box but between painting and gaming give your health a thought and see what you can do to keep yourself healthy. Checkups and eating right goes a long way and our hobby is such a small niche that a lost of any gamer affects many. Ok, time to step down. Remember I need your article and photos..... and see you on the gaming table.

Happy Gaming

David





TRIADCON

September 8th, 9th, 2007.

**University of Maryland,
College Park Campus -- South
Dining Hall**



**The New Convention in the Washington DC Area
dedicated to having fun and good fellowship through
Wargames, Minis, and Board Games. Pick up a copy
of our newsletter, The TriadCon Updater in the
display in the lobby. Even better! Get on our mailing
list to get the next one FREE!**

For more information contact

www.triadcon.org

Or call (240)- 210-0302

or write to

TriadCon, PO.Box 248, Newington VA 22122.





AUGUST GAMING SCHEDULE

NOVAG at Game Parlor/Chantilly

Remember to bring your dice and tape measure

Wednesday at GP-C

Ancients/Midieval 15mmDBM GM: AJ Musgrave

Friday at GP-C

3 Aug WWII20mm Disposal Heroes GM: Greg Taylor
Greg will be running an Eastern Front Game.

3 Aug WWII20mm Disposal Heroes GM: Roxanne Patton
Roxanne will be running a smaller game set in the Pacific.

10Aug Ancients 15mm MofA (1500 pt table) GMs: Tim Tilson / Greg
Taylor Scenario: Pontics (#48) vs Marian Roman (#50)

10Aug Ancients 15mm MofA (900 pt table)
Anybody interested in a 2nd table?

11Aug Napoleonics 15mm Nap Battles Host: Rudy Segaar
Note: Rudy Segaar will host this game at his new home in the beautiful Rappahannock Co (25 min west of Warrenton —directions will be provided) First 7 to respond get a spot.

17Aug Colonial 25mm TS&TF GM: Tim Tilson
Scenario: Suddusen; Another exciting scenario from the Sikh book. Lt Edwardes arrives with his army of Pathans and Daudputras to besiege Multan. Mulraj sends his army out to beat him away.

17Aug Modern 6mm/1:285 Fistful of Tows 2 GM: Jay Mischo/David Luff
Nato forces led by US defend against Soviet MRD in 1985.

17Aug ACW 15mm Fire & Fury GM: Roxanne Patton
The next battle in the Overland Campaign.

24Aug Napoleonics 15mm Nap Battles GMs: Greg Taylor/Jamie
Meymarian. Scenario to be determined

31Aug Naval ?? ?? GM: Brian Dewitt
Brian will be hosting another of his great naval games.





SEPTEMBER GAMING SCHEDULE

NOVAG at Game Parlor/Chantilly

Remember to bring your dice and tape measure

Here is our draft schedule. If anyone wants to add something or provide more details ref a scenario etc, please let me know.

7 Sep WWII 20mm Disp Heros Tilson

Scenario: Blunting the 163rd. Kuomasjarvi. Another scenario from the russo-finn book. In this one the Finns ambush a stalled Ru motor convoy and try to destroy the mechanized field kitchen. About 5-6 players max so we could use another DH game.

7 Sep modern 6mm Fistful of TOWS Mischo/Luff

Scenario: TBA although I am sure Jay and Dave will have another great scenario for everyone.

14 Sep Ancients (1500 pts) 15mm MofA DiStasio/Koch vs Mischo

Robert and Ray will be fielding a Viking Army and Jay an Arab one.

14 Sep Ancients (900) 15mm MofA Tilson/DeWitt

Not sure the armies but Brian and I will field the 2nd table.

21 Sep Colonials 25mm TS&TF Tilson

Sudduhessen. The stalwart Lt Herbert Edwards with his rag tag force of Pathans/Daudputras and Sihks confronts the rebel Ram Rung under the walls of the city of Multan.

21 Sep modern micro armor 6mm Fistful of TOWS Mischo/Luff

Scenarios will be posted on the yahoo group message board.

21 Sep WWII ?? Check Your Six Greg Taylor

28 Sep Napoleonic 15mm NB Taylor/Meymarian

Scenario: TBA





LOCAL GAMING STORES

Check their webpage for gaming schedule



103 East Broad Street, Falls Church, VA
703-532-2477

Hours: Monday, Tuesday, Thursday - 11 a.m. - 7 p.m.
Wednesday, Friday - 1 p.m. - 9 p.m.
Saturday - 10 a.m. - 6 p.m.
Sunday - 12 p.m. - 6 p.m.

Mondays

Open Gaming

Tuesdays

Board Games

Wednesdays

6pm Card Gamers (M:tG and others)

Thursdays

Open role playing

Fridays

Classic Battle Tech

Saturdays

Warhammer Day



—the "Shop of the Fantastic" since 1978—
is located at
11772 Parklawn Drive
Rockville, Maryland 20852
301-881-3530

Complete list of events at
<http://www.dreamwizards.com/Calendar.html>



Chantilly Location
Sully Place Shopping Center
13936 Metrotech Drive
Chantilly, VA 20151
Phone: (703) 803-3114

Complete list of events at
<http://www.gameparlor.com/>



Our physical store is located at:
2852 Jeff Davis Hwy, #411
Stafford, VA 22554

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

Events on Weekends
Miniatures on Saturday
Card Games on Sunday

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



Woodbridge Location
14400 Smoketown Road Drive
Woodbridge, VA. 22192
Phone : (703) 551-4200
Fax : (703) 490-1888

Complete list of events at
<http://www.gameparlor.com/Store/wstore.html>

HOBBIES

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

40K tourney on 15 September



LOCAL GAMING STORES

check their webpage for gaming schedule

THE GAME HAVEN

732 Berryville Ave
Winchester VA 22601
540-665-0344

Ed – ed@thegamehaven.net

Nathan – customerservice@thegamehaven.net

Opened, in June of 2004, The Game Haven was created by Nathan and Chantée Hale to provide a place for the game enthusiasts in Winchester to convene, play and shop for the games they love. In 2006, Nathan and Chantée decided they wanted to move on from the retail business, and sold The Game Haven to Ed and Emily Sloman.

Ed and Emily bring a combined 15 years of hobby game retail experience to the Game Haven, and also own and manage Games and Comics and Stuff in Glen Burnie, Maryland. Ed and Emily continue Nathan and Chantée's vision, serving Winchester's game fans with excellent customer service, knowledgeable staff, and a place to play their favorite games.

The Game Haven is open Tuesday through Sunday, Noon to 10 PM. We occasionally stay open later if events warrant.

Complete list of store events can be found at
<http://www.thegamehaven.net/>

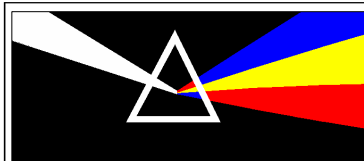
WATERLOO MINIS

Miniatures & Terrain
Waterloo Minis
Henry Clay Shopping Center
401-B England, St., Ashland, VA 23005



Complete list of store events at
<http://www.waterloo-minis.com>

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



FOUR COLOR FANTASIES

Comics & Games

80 Weems Lane
Winchester, VA 22601
540-662-7377

Comics, games, miniatures, and much more ...

Mon & Tues Noon - 7:00 pm
Wed 1:30 pm - 7:00 pm
Fri Noon - 8:00 pm
Sat 10:00 am - 5:00 pm

Call or email us at
mikefcf@visuallink.com
for directions



EAGLE & EMPIRE

“Serving DC area wargamers since 1987”
6468 Landsdowne Center, Alexandria VA 22315
703-550-6124

Complete list of store events at
<http://eagleandempire.com/>

Where's your stores listing?





NEW RELEASES FROM GHQ FROM APRIL - JULY 2007

Photos not necessarily in scale



BB *Imperatrista Maria* - Imperial Russian Navy

1/2400 Scale Great War Micronauts®
GHQ SKU# - GWR5 \$13.50 1/pk



Bedford OYD 3 Ton Truck - UK
1/285 Scale WWII Micro Armour®
GHQ SKU# - UK89 \$9.95 5/pk



AEC Mk II Armoured Car w/ 6 pounde
1/285 Scale WWII Micro Armour®
GHQ SKU# - UK90 \$9.95 5/pk



BB *Delaware* - WWI US Navy

1/2400 Scale Great War Micronauts®
GHQ SKU# - GWS1 \$13.50 1/pk



M1025 HMMWV w/AOA
U.S. Iraqi Freedom up-armored
1/285 Scale Modern Micro Armour®
GHQ SKU# - N513 \$9.95 5/pk



AT-105 Saxon
UK wheeled APC
1/285 Scale Modern Micro Armour®
GHQ SKU# - N515 \$9.95 5/pk



CL-48 *Honolulu* - U.S. Navy
Early version Brooklyn Class

1/2400 Scale WWII Micronauts®
GHQ SKU# - USN83 \$9.95 1/pk



Buffalo EOD
U.S. OIF ordnance disposal vehicle
1/285 Scale Modern Micro Armour®
GHQ SKU# - N514 \$9.95 2/pk



WWII Imperial Japanese Combat Team

1/285 Scale Modern Micro Armour®
GHQ SKU# - J150 \$39.95

- | | |
|-----------------------------|----------------------------|
| 50 x Individual Infantrymen | 4 x 70mm Battalion Guns |
| 4 x 81mm Mortar Teams | 8 x Type 95 Light Tanks |
| 2 x 75mm Regimental Guns | 4 x type 95 'Chi-Ha' Tanks |
| 4 x HMG Teams | 2 x Type 94 Medium Trucks |
| 1 x Bunker Box | 1 x WWII Tank Game Rules |



CH 34A Choctaw
U.S. Vietnam era transport helicopter
with brass-etched rotors
1/285 Scale Modern Micro Armour®
GHQ SKU# - AC65 \$9.95 1/pk





New Releases from GHQ



Photos not necessarily in scale



Watch Tower w/ Metal Roof
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB61 \$9.95 1/pk

Watch Tower w/ Sandbag Roof
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB62 \$9.95 1/pk



Large HESCO Barriers
3 x single units, 3 x 5-unit strips
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB63 \$6.50



Medium HESCO Barriers
4 x single units, 5 x 5-unit strips
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB64 \$6.50



Small HESCO Barriers
5 x single units, 5 x 5-unit strips
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB65 \$6.50



European Church
1/285 Scale Terrain Maker® Buildings
GHQ SKU# - TMB67 \$15.95 1/pk

Photos not yet available

1/285 Scale WWII Micro Armour®

AC66 - German Luftwaffe JU-88 A4, 1/pk, \$9.95

1/2400 Scale Micronauts®

USN84 - WWII US Navy CA-30 Houston, 1/pk, \$9.95

1/1200 Scale Napoleonic Micronauts®

224 - 50 Gun Ship (HMS *Centurion* - battle sails), 1/pk, \$9.95

224F - 50 Gun Ship (HMS *Centurion* - full sails), 1/pk, \$9.95

Micro Force 10mm® Napoleonic Miniatures

NAP51 - Russian Cuirassiers, 24 men in 3 poses w/command, \$15.50





New Releases from GHQ



BB *Imperatriza Maria* - Imperial Russian Navy

1/2400 Scale Great War Micronauts®
GHQ SKU# - GWR5 \$11.95 1/pk



CL-48 *Honolulu* - U.S. Navy
Early version Brooklyn Class

1/2400 Scale WWII Micronauts®
GHQ SKU# - USN83 \$8.95 1/pk



CH 34A Choctaw
U.S. Vietnam era transport helicopter
with brass-etched rotors

1/285 Scale Modern Micro Armour®
GHQ SKU# - AC65 \$8.95 1/pk



M1025 HMMWV w/AOA
U.S. Iraqi Freedom up-armored

1/285 Scale Modern Micro Armour®
GHQ SKU# - N513 \$8.95 5/pk



Buffalo EOD
U.S. OIF ordnance disposal vehicle

1/285 Scale Modern Micro Armour®
GHQ SKU# - N514 \$8.95 2/pk



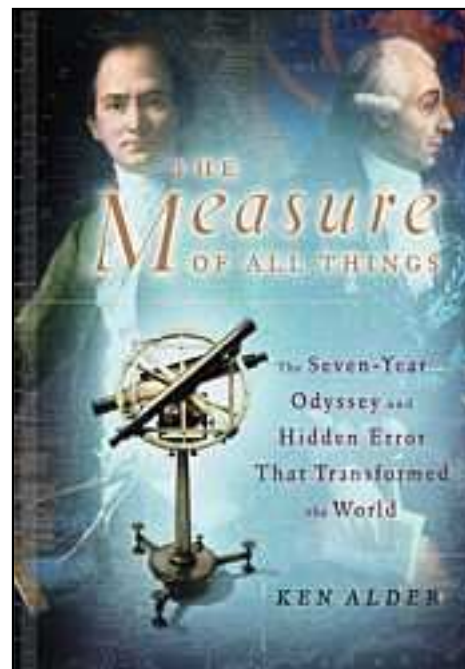


Justo.Perez@coair.com

Forwarded to us by Pete Panzeri

As miniature wargamers, we all measure many things: Ground, Time, Tactical, Unit and Figure Scales.

The Measure of All Things a fascinating book provides a narrative tale of the scientists that formulated the Meter as a standard of measure. Most interesting is the first hand account which is extracted by the author to reveal what was going on throughout France as these two scientist documented their travels, in great detail, from 1792 to 1779: from the decapitation of the King to the Rise of Napoleon. It begins by setting the stage of these two scientists as they set out to record the base of measures that would establish the Meter; it shows all the triangulations used to establish the meridian from Dunkerque, through Paris, to Barcelona . With this meridian measure recorded, being a portion of the earth's curvature, they calculated the "true" distance to the North Pole from the Equator. With this known measure they would establish the meter as being 1/10,000,000 the distance from the equator to the N-pole. However, it turns out the meter is .2 shorter than what it should have been. An error was discovered and intentionally hidden; the flaw endured as with the standar The distance from the Equator to the N-pole was later verified with satellites to be 10,002,290 meters and not 10,000,000 as was intended. Anyway, that is just the initial stage of the book. Cannot wait to see how far Napoleon gets at Waterloo!





Painting with Watercolors

by Ben Pecson

After some 40+ years of painting military miniatures, one conclusion I have drawn is that there is no one perfect medium . I have run the full gamut from oil based enamels, tube acrylics, oils and craft paints. Each has its advantageous properties, but as said, none is perfect over the other.

So why choose watercolors? I admit they are much more difficult to work with than the aforementioned, and one must have much more patience, but the rewards in the finality make it well worth the effort. Personally, I feel that they have both the texture of oils, but the elastic range of acrylics (and ease of cleanup).

Now, the choice is pans or tubes? I use both, though I admit that it is easier to carry the pans around. The best, in my opinion, are made in Germany and France. Yes, they are expensive, but just like acrylics, if taken good care of can last for a long time; likewise with the tubes, I recommend Windsor Newton. For those on an extreme budget, there are sets made in China (Lowell Cornell) that are quite good for an affordable price (\$4.95 for an extensive pan set).

The best way to use watercolors is to first prime the figure with either a black, dark brown or white undercoat. I recommend craft paints (Ceramcoat, Smart, Americana or Folk Art). Don't spray the primer coat on, as you will miss the underbelly of the figure, and end up hand brushing the primer coat anyway. Allow the primer to dry for at least ½ hour. I then start with the facial details, the base uniform colors and then allowing these to dry within 5-7 minutes, start the detailing, again beginning with the flesh colors. Watercolors again tend to be good with dry brushing as you highlight your figure(s).

Now, protecting the final product. Let's face it, you want to play with these guys, not just look at them from a distance. I don't recommend a brush on varnish. I use low odor Krylon matte and clear finish. I spray a coat of the clear (semi gloss), allowing 10 minutes to dry and then hit it with a matte varnish. This allows max protection as the semi-gloss acts as a hard eggshell cover that the matte doubles as a screen and an additional coat that serves to make the figure(s) easier to handle without fearing for your hard labors.





Adventures with the House of Flying Daggers

By Brian DeWitt

At first glance it appeared to be your typical miniatures skirmish battle. At second glance it still looked like a typical early 1800s skirmish battle set in a small town. Yet my command had the unusual name of 'The House of Flying Daggers'. As I looked over my roster sheets I saw typical ratings for each of my figures; move, morale, attack, shoot, damage. But then I noticed something a little out of the ordinary. There was a special moves rating for each figure. As I was wondering what are 'special moves' I noticed there were a number of female figures on the table and maybe the House of Flying Daggers would make some special moves on the ladies. 'No' indicated the Game Master, Special Moves rating is used when trying to do something a little bit 'extra' during your move.

The Game Master went on to explain the procedure for special moves. The player verbally states their intended actions and then the GM will assign the move a difficulty rating from 1 to 10. The difficulty rating is multiplied by the special move rating and player must roll over this total on percentage dice to accomplish the special move. If you roll less than half the total needed you have injured yourself and are disabled for a turn. This would be an embarrassing turn of events. The House of Flying Daggers had special moves ratings ranging from 6 to 9 with the fearless leader of the house having a 6 rating. Doing a quick calculation this would give him a 41% chance of accomplishing a special move with the highest special move rating of 10 as a roll of 60% or higher would be needed. Ok course he would also have a 29% of injuring himself while attempting a 10 difficulty move but I felt confident at that time that the House of Flying Daggers would not be embarrassed by our fearless leader injuring himself.

As the GM explained the scenario, each of the 10 players would lead a faction that had different specific objectives to gain victory points. I read a great amount of military history and had heard the name House of Flying Daggers before this battle but had not been able to associate them with any historical events. The GM explained that the factions in this game were not historical but had been taken from various movies mostly low cost Chinese Kung-fu type. I was remembering now that yes I saw about 2 seconds of the movie 'The House of Flying Daggers' before quickly changing the channel. As I looked over the factions I could not really remember seeing much of any of their movies. Well I thought I have seen enough American action and short moments of Kung-fu movies to have the general idea what a special move entails. I was certain the House of Flying Daggers would show this crowd some special moves.

This event took place at Kublacon which is an annual convention in Northern California. As movie making is big business in California, there is a lot more interest in the movie business there then on the east coast and running a miniatures game using a movie setting is normal stuff out there.

The objectives for the House were to extract the money chest from the saloon vault, to stop the Band of Seven Brothers from freeing their member from the jail, and to avoid losing figures. I guess it takes a lot to recruit and train new members to the House of Flying Daggers so even losing the flunkies counted as a negative. My recollection of Kung-fu movies is that the flunkies die by the hundreds and no one cares. I would have to be a little more careful with my flunkies.





Adventures with the House of Flying Daggers

continued...

The action started quickly when the game began. The Band of Seven Brothers immediately started taking some long range rifle shots at me and I realized the Band of Seven Brothers were arch enemies of the House of Flying Daggers. I needed to work my way closer so that I could unleash some flying daggers as a return volley. There was no number of daggers indicated on my roster so it appeared I could unleash daggers as long as I had targets. There was a stage in the middle of the town by the jail and the saloon so I headed for the stage as a good central position to start unleashing flying daggers.

Apparently the House of Flying Daggers were not the only ones after the money chest as one group managed to make a quick grab of the chest and ran along the side of the saloon. Now my fearless leader was there and ready for action. I proudly indicated the House of Flying Daggers leader would attempt the first special move. The leader would jump off the stage while throwing daggers to pin the 2 fleeing money chest grappers to the side of the saloon outside wall. The money chest would fly in the air and I would catch it at the end of my leap off the stage. I felt this was a worthy special move. The GM listened closely and when I had completed my description he indicated that was a difficulty 3. Great, doing a quick calculation with a 6 special move rating I would only need to roll an 18% or higher to succeed. Wait..., Mr. GM, a difficulty rating of 3? This was the leader of the House of Flying Daggers making a spectacular move. How could that be a difficulty rating of 3? The GM indicated that move was nothing special and that type of move is just run of the mill for Kung-fu moves. The House of Flying Daggers was insulted and I proceeded to roll a 12% and failed the move. At least I did not roll under a 9 and have a disabled leader on a difficulty 3 move.

The other players in turn now started to make their own special moves. There was one with a figure jumping on the end of a bench to launch another figure in the air doing some kicks while flipping over other figures. After my discussion of the low difficulty rating, the other players appeared determined to come up with moves with higher difficulty ratings and the game somewhat changed to who could think of the best special move. Late in the game the Band of Seven Brothers had three mounted gunmen riding in front of the stage chasing the money chest holders. There was a special move announced that involved kicking over a ladder that landed flat on the ~6' stage with half the ladder on the stage and half hanging off right in front of the 3 horsemen. The second part was that the 3 horsemen would not have time to react and ride into the ladder and be knocked off their horses and be disabled. The GM assigned a game high difficulty rating of 9 for this move. The player proceeded to make a high roll and complete the move. The House of Flying Daggers at this point bowed down and realized they were not worthy. I captured the 3 disabled Band of Seven Brothers to at least get some victory points but let this other worthy player run off with the money chest.

I decided I need more training in front of the TV set watching Kung-fu movies before having another adventure with the House of Flying Daggers.





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, edmuell@hotmail.com and current Website at <http://games.groups.yahoo.com/group/civicguard/>. Meetings in Silver Spring, MD and as arranged between members.

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

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

Virginia

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

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

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

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

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

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

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





In a perfect world,
wars are fought
with miniatures,
arguments are settled
with dice,
and life
is all of that stuff you do
when you're not gaming.

The world is **not** perfect.
Play nice.



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LOCK 'N LOAD PUBLISHING NEWS RELEASE FOR IMMEDIATE RELEASE

Press Contact:
Janice Hinshaw
Lock 'n Load Publishing
Janice@markwalker.com

Germany Invades the Soviet Union!

Henry, VA, June 3, 2007 - Lock 'n Load Publishing, the sole publisher of Lock 'n Load board games, announced today that Lock 'n Load: Not One Step Back is now available for pre-order. Our biggest expansion ever, Lock 'n Load: Not One Step Back is Lock 'n Load's first foray into the Eastern Front of World War II. This expansion includes the units, rules, and scenarios that gamers need to recreate the desperate struggles on the Russian steppe, ruins of Stalingrad, and partisan-
i n f e s t e d w o o d l a n d s .

Gamers command awesome Soviet heavy tanks, such as the KV-1, SU-152, and JS-2, brew up hapless T34 tanks with their incredible King Tiger. They may also employ Soviet Guards to lead counterattacks in the city, order the new German Pioneers to retake lost ground, ambush German convoys with Partisans and whip cowards back into line with Commissars.

As you have come to expect from Lock 'n Load Publishing, the art is superb. David Julien, Marc Schwanebeck, and Nicolas Eskubi have combined to make soldiers, tanks, and maps that pull you into the conflict and won't let go. Better still, by popular demand, the hex halos have been seriously tuned down. 255 die cut counters and three, mounted geomorphic mapboards, 12 new scenarios mounted on cardstock, a player's aid card, new rules covering commissars, Nurses, Partisans, tank machineguns, Molotov Cocktails, trenches, stuffed between a David Julien-designed. Take a look; we think you'll like it (www.locknloadgame.com).

ABOUT LOCK 'N LOAD PUBLISHING

Founded by award winning author and game designer Mark H. Walker, Lock 'n Load Publishing develops and publishes commercial board and computer games. Lock 'n Load Publishing's games include Lock 'n Load: Forgotten Heroes, Lock 'n Load: ANZAC Attack, and Lock 'n Load: Band of Heroes. The games have won numerous awards, including the Origins award for Historical Board Game of the Year, two Wargamer Reader's Choice Awards, a Charles S. Roberts Award for Best Modern Era Wargame, and International Gamer's Award for Best Historical Simulation. Lock 'n Load Publishing is headquartered in Virginia. More information is available at www.locknloadgame.com.





LOCK 'N LOAD PUBLISHING NEWS RELEASE FOR IMMEDIATE RELEASE

Press Contact:
Janice Hinshaw
Lock 'n Load Publishing
Janice@markwalker.com

The Invasion Has Begun!

Henry, VA, May 17, 2007 - Lock 'n Load Publishing, the sole publisher of Lock 'n Load board games, announced today that Swift and Bold --their expansion to Lock 'n Load: Band of Heroes-- is now in stock, on sale, and shipping.

Swift and Bold expands the forces, battles, and options available in Lock 'n Load: Band of Heroes with the addition of the British paratroopers. The expansion includes twelve new scenarios spanning the D-Day drops and Operation Market Garden. There are 85 new counters, 12 missions, and rules covering Piats, gliders, the British 2" mortar, and much more. The new counters are a blast. The British Piat, Vickers MG, 57mm ATG, Horsa glider, Cromwell, Firefly, and Bren all make an appearance. On the other hand the Germans add the deadly, yet unreliable Panther G, 20mm Flak guns, the Panzer MKIV, and new squads. For more information cruise over to <http://www.locknloadgame.com> and follow the link on the home page.

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LUDUS GLADIATORIIUS 2

Gladiator Combat in Ancient Rome

Ludus Gladiatorius2 is a game using em4's ready painted Gladiators to recreate Ancient Roman gladiatorial combat in miniature. LG2 extends the scope of Ludus Gladiatorius1 but is also playable as a stand-alone game. Everything required to play LG2 is contained within the box.

Components:

- 5 x em4miniatures painted Gladiators
- 1 x Arena playmat
- 1 x Basic ruleset
- 1 x Campaign ruleset
- 1 x Counter set
- 1 x Emperor's die
- 1 x Mighty Effort die
- 3 x Standard dice
- 3 x Boosted dice
- 1 x D6
- 1 x set of Gladiator Record sheets
- 1 x Campaign Character Record sheet
- 1 x Pouch



Thanks for sending me the copy of your magazine which I found both enjoyable and impressive, particularly in view of it being a club publication.

I attach a photo and a brief description of our latest release, Ludus Gladiatorius 2. This sells at GBP£15.00 and will be available soon in the US from our distributor Crystal Caste. Michael Bowling at Crystal Caste has not announced the US price yet but I'm sure would be pleased to receive enquiries.

links: www.em4miniatures.com www.crystalcaste.com

I hope you will continue to send copies of your excellent publication and I'll try and keep you updated on what we are doing. Please feel free to contact me if you need any information about our products and plans.

Regards; Doug Cowie





Hungarians and the Germans MOA battle report

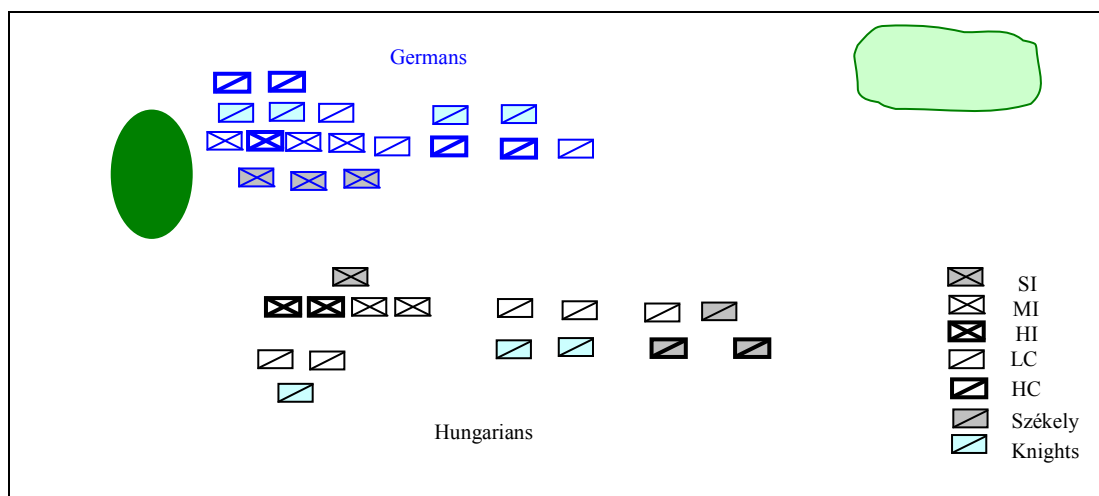
by Robert DiStasio

The serf cringed at the angry voices around him. He could feel the nasty bruise forming on his head, but he considered himself fortunate as he stared at the still vibrating sword stuck in the nearby tree. He slowly began backing away from the muttering knights, who he could barely understand. Why were they angry? Why go through the dark woods, when there was a nice clear road in the plains?

It is interesting how one plans for events that do not occur. NOVAG has a monthly Might of Arms (MOA) night in Chantilly, usually with two battles planned. On April 14, the 900 point game (armies composed from the MOA lists with ~900 points of troops) pitted the Medieval Hungarians (Army #103), fresh from ejecting the Mongols versus the Early Imperial Germans (Army #104). Both sides would have a small amount of infantry and a fair amount of cavalry. Using the generic MOA setup rules, there was about a dozen pieces of forest terrain placed on the table, with a large amount of open area. Normally a large proportion of the placed terrain remains after dicing for retention and both sides expected a similar result. However, this time both commanders rolled badly, with almost all of the terrain being removed, with only two pieces of forest remaining. One piece placed as afterthought at the edge of the table on the far left German flank, while the other terrain was impenetrable wood on the German right flank.

The army composition was also a surprise, as both sides had the same number of fixed AND mobile points, although of course there were differences. The Germans had 3 Medium Infantry (MI) Crossbowmen and 1 Heavy Infantry (HI) unit, while the Hungarians were required to have 2 of each type. The Germans had 3 Skirmish Infantry (SI) crossbowmen, while the Hungarians only had 1. The Germans were restricted to only 3 Light Cavalry (LC) units, while the Hungarians had 6. Both sides had the same number of Medium Knight Cavalry, but while the Germans had additional standard Heavy Cavalry (HC) morale class C units, the Hungarians had the Székely: two units of bow armed HC, fierce class A and one unit of LC, bow, fierce class B.

By random chance the Germans deployed first, in depth, with the infantry and Cavalry evenly split into two commands. The German right was anchored on the impassable woods, giving a supported line consisting of MI, HI, and 2 more MI. The Hungarians deployed one command of all infantry and some cavalry on the left (HI, HI, MI, MI) while the other command, all cavalry, deployed in a line to the right, with the Székely on the far right.





Hungarians and the Germans MOA battle report

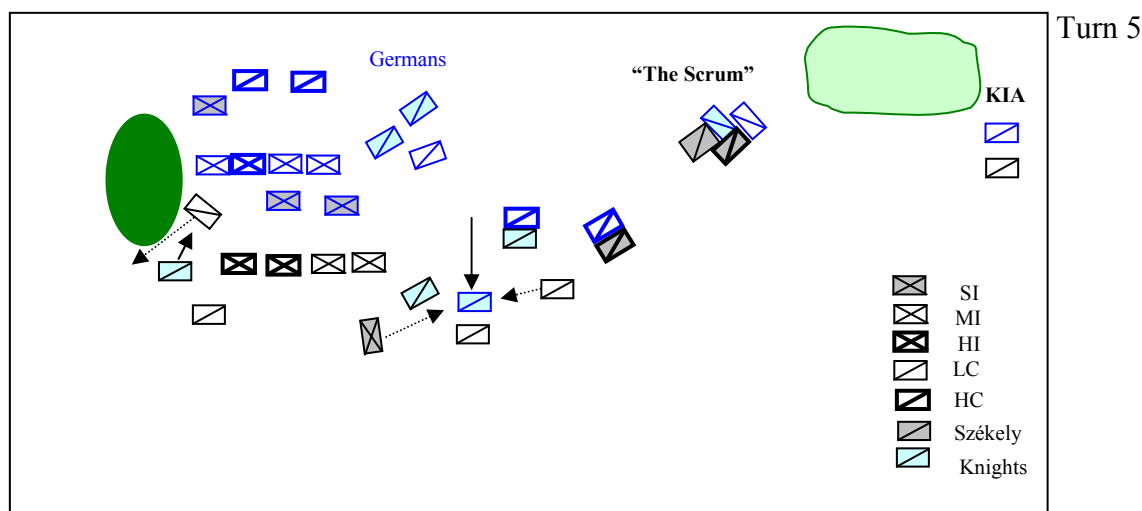
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The **first turn** had both sides doing a cautious approach, with the Germans extending their line to match the Hungarians. The Hungarians began moving left, towards the German foot, which moved to anchor themselves on the only available terrain feature. Some long range sniping did minimal damage.

Turn 2 was the crossbow fire turn! The Germans concentrated on the poor lone Hungarian SI, making it go shaken. In compensation, a German LC unit came within range of both Hungarian MI units and was promptly shot enough by their crossbows to be worn, although it passed its morale check.

On **turn 3** the German LC worn last turn decided to be aggressive. It moved through a gap between the two Hungarian wings and shot at the far left Hungarian knight, which lost control and charged. Fortunately a Hungarian LC was able to move over, blocking any evasion. The adjacent Hungarian LC also charged forward, shot and missed a German HC. The rest of the cavalry moved closer to contact. As the poor shaken SI was withdrawn the Hungarian infantry moved forward

The **fourth turn** was pivotal in the battle development. Most importantly *all* three Székely lost control. The Székely LC promptly charged a nearby German LC, and was flanked and hit by a German Knight, and it survived by rolling snake eyes for morale! The Germans turned the tables on the Hungarians and trapped a Hungarian LC using two HC units. This caused a screen to be removed to a German Knight in the rear, which promptly lost control. As the infantry approached on the left a Hungarian LC chased away a SI and casualties mounted due to crossbows.



On the **5th turn** the knight on the Hungarian left lost control as the LC unit pulled back. In compensation the German Knight in the center also charged forward into a Hungarian LC, which successfully evaded to the rear. Both Székely charged forward as well. One Székely HC, in tandem with the adjacent Knight, attacked the units that had just destroyed the Hungarian LC. On the far right the Székely HC joined the ongoing "scrum" with the Székely LC. The adjacent German LC was also drawn into this battle, *which would continue for the rest of the game, with only the LC units on both sides eventually breaking.*





Hungarians and the Germans MOA battle report

Continued...

On **turn 6** the Hungarian Knight on the left charged the far right German MI, which held long, keeping that vital anchor firm. This was also important for the Hungarians as it kept this MI from firing at the HI as it moved forward as a MI on MI melee began on the far left of the German infantry line. In the center the isolated German Knight was shaken by bow fire from two Hungarian LC units and the poor upset lone SI unit that had taken so much abuse. The Hungarian Knight in the center killed a German HC, although taking damage, before the other Hungarian Knight could get into position to assist. The Székely-German HC melee in the center continued with neither side breaking.

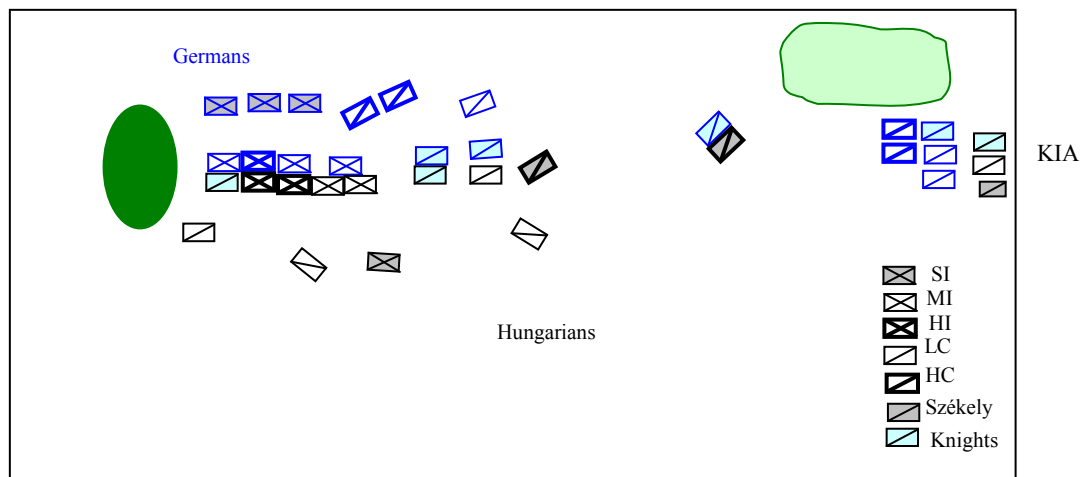
Turn 7 had the isolated German Knight routed by a LC flank charge, while both Hungarian knights moved forward as the German reserves from the other division began to arrive. Infantry were fully engaged on the German right flank:

Hungarian KN against German MI
Hungarian HI against German HI
Hungarian HI against German MI
Two Hungarian MI against German MI

Disaster nearly encompassed the Hungarians on **Turn 8** as every combat roll was a 1 that turn! No routs occurred, but the Knights in the center were heavily damaged in their combat against the fresh units. The Hungarian LC, flush from their victory began returning, looking for more conquests.

The Székely in the center finally routed the German HC on **turn 9** with the arrival of a unit of LC, which gave just enough extra damage to do the job. Just in time too, as one of the Hungarian Knights was routed (shaking the LC that had just resolved the Székely fight). The other Hungarian LC in the center moved to block the victorious German knight as the freed Székely moved forward. The German infantry continued to remain firm and the scrum continued on the far Hungarian right.

Start of turn 10





Hungarians and the Germans MOA battle report

Continued...

The Germans began cracking on **turn 10**. The victorious Székely routs the recently victorious German Knight causing the other German Knight in the center to rout. The far left German MI routs, leaving a big hole in the center, where the remaining German Cavalry (2 HC) moves towards. One of the German HC is shaken by seeing all these routs, and on the next turn is routed by crossbow fire as the rest of the German formed foot finally collapsed all at once on **turn 11**. With only one formed unit left (outside of the continuing duel over on the opposite flank) the game was called as the German morale had collapsed.

The baron sighed with relief as his squire removed his breast plate. Those Germans were tough and while the victory was decisive he knew it was a close run thing. He wanted to kiss that serf the prisoners were cursing. While the lack of cover hurt his infantry, he did not want to contemplate how combat in the more forested terrain in the west would have complicated things. And those Székely! He had to grin, even though the baron knew what a pain they were. They were strutting around big time, and he knew he may need them again soon, with rumors from the east indicating the Mongols may be trying to stage a comeback....



WELCOME TO WATERLOO MINIS

Retail Store

Phone: 804-512-7691/ Store Hours: Tues, Wed. Thurs. 5:30 pm - 9:30 pm Friday: Noon - 10 pm Saturday: 11 am - 10 pm

We have stocked this store with a wide selection of Waterloo Minis Gaming [Products](#). Please see our [Photo Gallery](#) for our expanded store selections. We are excited to be in Ashland, affectionately known as the "Center of the Universe" by residents for its central location within VA and its location in the heart of historic Hanover County only 20 miles north of our Richmond State Capitol. Ashland's charming old-town feel and friendly people will make your visit an enjoyable experience.

Friday & Saturday April 27 & 28th we welcomed our first customers & happy Gamers to our shop. May 28th: Our first month has been a busy one as we have added more products and welcomed many gamers to our shop. We have set up a page to let you know of our Special Events (special gaming, promotions, tournaments) so please check that page or you may miss out! We look forward to your visits & want you to know you are most welcome to Game right here in our shop, plus we do purchase for resale your used items - see our [Flea Market](#) page.

GAMING: Wed. 6pm Flames of War

Friday: 6:30 pm Warmachine - Hordes

Saturday: Open Gaming (so far)

Special Events:

FLAMES OF WAR TOURNAMENT: Waterloo Minis will host our first Flames of War tournament on Saturday, June 23rd. [Registration is required.](#)

Your total purchases of \$100.00 per visit will receive a 10% Discount.

Rob & Jessica Eubanks, Owners - Proprietors





GAMES, GAMES, GAMES

by Michael Koznarsky

David requested a review of some games instead of figures for this issue of “The Gamer’s Closet” so I selected two games from England that add to and expand a previously reviewed game (Hour of Glory, The Gamer’s Closet #55) and some other favorites of mine. While some may be a little older, they are loads of fun and easily found at discount rates! They are tons of fun and can be played both with family/kids and other wargamers. Some even combine miniatures and boardgames – does it get any better?!

Hour of Glory BUNKERSTORM

by Gav Tyler and Wolfrik Galland

For those of us who do like the usual straight up “kill everything in sight” scenario, the Bunkerstorm expansion set is for you. The object of this two player game is to control as many rooms in the stronghold as possible in 15 game minutes. This is no game for the timid as decisions must be made quickly and action is essential! This expansion set is available as a set of rules with or without the specifically designed figures. You must possess the original Hour of Glory (HoG) “Bunker” in order to play this game.

Each player starts the game with five 25mm “agents” and a limited number of command points (CP). These CPs can be spent on many different things from reinforcements, die re-rolls, extra movement, etc. and very cool “Tactical Cards” (TC). TCs give upgrades to basic skills like Stealth, Technique, Combat and Survival for every team member; the downside is they are expensive. The challenging part of the game is deciding how and when to spend these points!

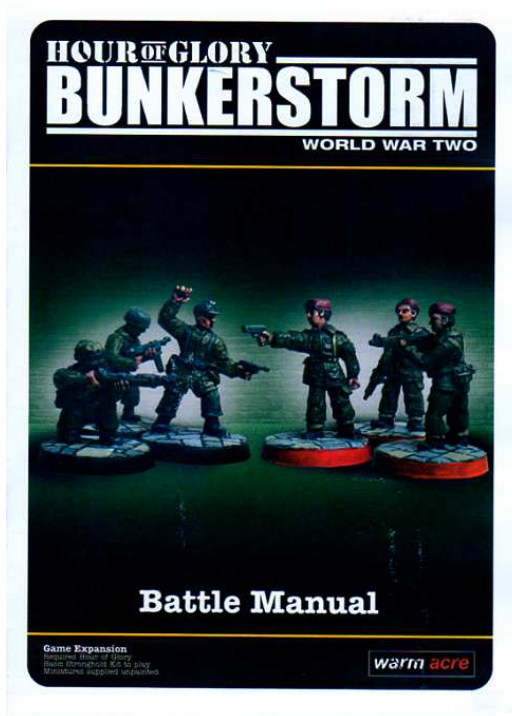
Currently, the sides available are British Paras, US Rangers, German Paras and Mountain Troops. Energetically sculpted, each team consists of a leader, two riflemen and two with automatic weapons. There is only a little equipment on each figure but that is expected for a “close assault” mission. Each has it’s own easily recognized headgear – the famous red beret, the brimless Fallschirmjager helmet, US steel pot and early war short brimmed mountain cap (the M43 standard field cap was adopted by the Wehrmacht in 1943 for general issue and was based on the mountain cap design). New agents include Partisans with Soviets and many others planned.

With only 15 minutes to play, these games can be very fast paced! The game offers as many options and strategies and each game is as varied as the original HoG. You have got to love a game that offers activities such as “counterattack”, “coup de grace” “ghost-walk” and “deathblow”. Be sure to check out the free e-zine “Killing Time” for free upgrades such as grenades and advanced rules, as well!

www.wargamingonline.com (for free “Killing Time” 1 & 2)

www.warmacre.com

Price: Rules \$10, Rules and miniatures \$28





GAMES, GAMES, GAMES

Continued...

Hour of Glory EXTRACTION MISSION

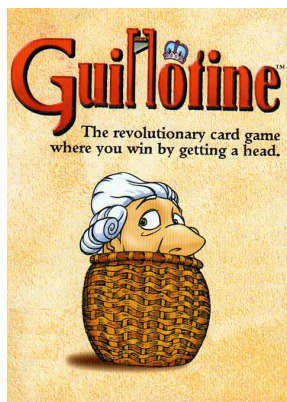
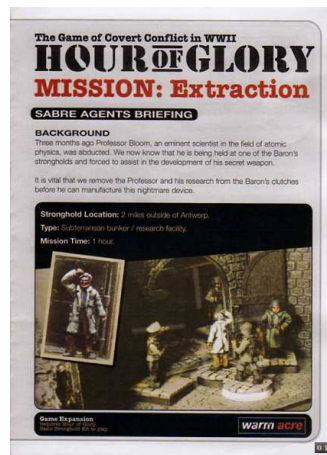
by Gav Tyler and Wolfrik Galland

In addition to the usual stealthy infiltration missions into the stronghold, Warm Acre has an add on “Extraction” mission. Your goal is to find Professor Bloom and get him and as much information as you can out of the stronghold before the game clock expires. The expansion requires ownership of the original “Hour of Glory” game (please see GC #55 for a review of this game). The rules for the “Extraction Mission” are included with the purchase of the Professor.

The game is played exactly like the original HoG with a few exceptions, however, they are very important and make *quite* a difference! Dr. Bloom, spectacles on, wearing his lab coat with instruments in the upper pocket, appears in the room in which the “map” card is placed and here is the tricky part – the defender gets to choose where the map card is placed! Dr. Bloom moves only with one of the Allied agents and always alerts the German sentries and guards so movement in hallways now becomes much more difficult. Fortunately, the good doctor cannot be seen while inside any room. In another twist the doctor must be in the same room as the Allied agents in order to obtain certain cards (he must help the Agents understand the significance of the information).

Unique and subtle in its design the Extraction Mission plays very nicely and provides a break from the usual straight up “killing everything in sight” we all enjoy. Every game I have played has come down to the last minute before victory – or defeat – was decided. (up to four players) Another perk – if you have a question, suggestion or need a rules clarification – check out the Warm Acre Forum. It is very user friendly!

www.warmacre.com Price: \$2



GUILLOTINE

by Wizards of the Coast

Guillotine is a fun game that the entire family can play several times in a evening. How can any wargamer not like a game where the object is to collect as many heads of nobles during the French Revolution? For 2 to 5 players, 50 Nobles cards, 60 Actions cards, 9 pages of rules on 3x5in size foldout – easy to read and play in about 5 minutes!

The game takes place over three days (turns) in which 12 Nobles are randomly selected for the “chop”. Each day ends when the last Noble is guillotined. Each Noble is worth different points from King Louis XVI at 5 points to the Clown at -2. The Nobles also come in different “colors” (like suits). The object is to collect as many points, or heads, as possible in three turns. After each player is dealt five Action cards, the play begins when a player plays an Action card – this card can move a Noble up or down the line, add points for certain colors of Nobles, disturb other players’ cards or even add a few Nobles to the line – the more the merrier! There is a special “Robespierre” card that, when played, prematurely ends that day’s activities.

The play is fast and loads of fun as each player tries to get the highest scoring Nobles, avoids the negative ones, tries to get certain colors of Nobles or tries to thwart their opponents’ strategies. No two games are alike which is great because it is easy to get several games completed in an evening. One nice thing about this game is that, while an older game, it is enjoyable to play with both wargamers and family. It’s a game where you win by “getting a head!”

Available through Amazon, Time Well Spent, Fun Again Games and BoardGame Geek for about \$10





GAMES, GAMES, GAMES

Continued...

SAINT PETERSBURG

Rio Grande Games

One of my favorite games is Saint Petersburg, set in the era of Peter the Great and his efforts to build a more modern Russia, in which the ultimate goal is to obtain different aristocrats for big scoring points at the end of the game. The game comes with a nicely decorated board, game tokens for 4 players, 4 tokens to note game play, 120 game cards (including decks for workers, buildings, aristocrats and trading) and 382 paper rubles. The rules are 8 pages long and each game takes about an hour to play.

The game consists of 4 phases – workers, buildings, aristocrats and trading – where players purchase what they can or think best for their strategy. Eight cards are placed onto the playing board for the players to purchase if they wish. Unpurchased cards get shifted down one level following the trading phase and are available for one ruble less on the next turn. Cards on the lower level are discarded at the end of the next trading phase. Scoring occurs in each phase except the trading; in this phase, players can attempt to “upgrade” certain cards for more expensive and valuable cards. That is, if they have saved enough money! Chronically short of money, players need to develop an income base by buying serfs in order to build city structures in order to obtain aristocrats. Play continues until one of the four desks is empty – the game continues only until the trading phase.

Players are allowed to keep up to three cards in their hands to allow their purchase at a later time. Caught with these cards at the end of the game costs the player 5 points. The strategy changes each game depending on the cards played on the table – do you pick up a card because you think you might need it or to deny it to another player? One neat card is Potjomkin’s Village – purchased for 2 rubles its upgrade value is 6 rubles (players pay the difference between the cards for upgrades, thus saving the player 4 rubles). The story here goes something like: Peter the Great would try to impress foreigners with the grandeur of Russia by showing off beautiful cities from his boat. Unfortunately, these cities were mere facades and not real buildings strategically placed along the route the Tsar and his entourage were traveling!

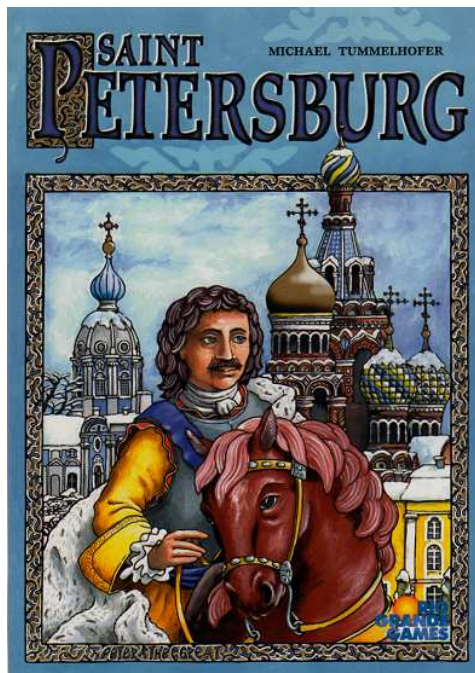
This is a great game with enough strategy to be fun and entertaining without being too complicated. Each game is completely different from the next and is a favorite of my friends for evening play at conventions. Available through Amazon, Time Well Spent, Fun Again Games, BoardGame Geek and Rio Grande Games for about \$20-28

DUEL IN THE DARK

by Friedemann de Pedro

Pilot Games

A brand new game, released only this month, “Duel in the Dark” allows gamers to recreate the WWII night bomber/fighter campaign in 1943. Even though it is advertised as a two-player game, it easily can be played by three (the German players command two night fighters each). The basic rules are only 4.5 pages long with 1.5 pages of advanced rules. There is even an extensive and detailed example of a British raid on Emden. A raid can be played in about 45 minutes. *next page...*





GAMES, GAMES, GAMES

Continued....

The object of the game is to score the most points. Game play begins with the German player setting up his four fighter squadrons. Weather conditions for the entire game board are determined by the random draw of a card. The British player then plots the flight path of his Lancaster squadron using a very simple use of playing cards (there are 11 target cities from Emden to Berlin). The German player then assigns 40 different defense resources in any combination he wishes (flak, searchlights, radar, fuel, fire trucks, smoke screens, barrage balloons and civil defense bunkers). Play follows with the movement of the Mosquito, the German fighters (done independently each turn) and, finally, the pre-programmed Lancaster bomber. The British player scores points by attacking the German fighter with the Mosquito (though it does not score as well against German fighters as they do against the bomber) and when the bomber hits the intended target. The



German player scores points by attacking the bomber with fighters and with successful target protection. Now, the really tricky choices begin – does the Mosquito can act as a decoy, leading the night fighters away from the bomber? When should the fighters land to refuel? Should the fighters try to cover a wide area or try to guess where the bomber will be flying to gang up on it? The strategies and choices are endless!

Simply put, this game ROCKS! It is very professionally produced (the designer enlisted the help of family to sort and fill a total of 305,000 game pieces!) and sharp looking. The individual game pieces are very easy to remove without needing a hobby knife. Player aid cards area available to help scoring each turn. The beautifully colored map covers from eastern England to Berlin and Hamburg to Munich; even the opposite side of the game board has a full color drawing describing a night raid over Germany in WWII, a very nice touch! There is a minor oversight in the advanced game where one too few markers is not in the game, however, this is very easily fixed by substituting another marker (a British medal). Plans are in place to include it in the first expansion. I saved a piece of the extra cardboard and will photocopy the missing piece and use a glue stick to make the replacement. Overall, the game presentation is outstanding!

While the rules are easy to learn, the strategy is not. The game plays differently each time and is lots of fun! The game comes with sturdy cardboard plane models, but I chose to finally get some use of the planes I painted for night fighting (though I had to substitute a Ju88 for a Do217). Are there are future plans to produce plastic planes for just this purpose? It is up in the air at this point but the models really did make the game sparkle. Even though this is a brand new game, the designer already has plans for add ons, like the He219, extra flak and a four-player variant. Available through Z-man Games, there is a special flak train piece available, as well. You should check the main website (duelinthedark.com) for neat extras and free downloads. Friedemann is always receptive to suggestions and proposals. This game is another of my “gotta have it” things; I even dug out a spare Me110 and Do217 I bought years ago and never got around to painting – “Duel in the Dark” is less than a month old and already one of my favorites!

Price: \$49.99

www.zmangames.com

www.duelinthedark.com





GAMES, GAMES, GAMES

Continued...

ALHAMBRA, THE DICE GAME Queen Games

This is actually two games in one box: Alhambra, the Dice Game and Alcazaba, a variant of the original “Alhambra” game. Ownership of Alhambra is necessary to play the second game. Set in an exotic Middle East city, the game is designed for 2-6 players and is simple to set up and play with only 4 pages of rules. Eight dice, with six different colored buildings on each side, are rolled in a fashion similar to “Yahtzee”, attempting to get as many matches of any type of building.

The object of the game is to score the most points after five rounds of play. In each round each player attempts to rolls matches by rolling the dice up to three times. Play goes around the table from 3-5 different times (depending on the number of players). There is an advantage to rolling higher numbers of matches in the first throw. For example someone who rolls 5 palm trees on their first roll is placed higher than someone who rolls it on a second or third roll and would only be passed by someone rolling 6 palm trees. Players mark their roll; subsequent rolls at similar numbers get bumped down if that number is already occupied. Strategy involves knowing that the points value for having the best throw increases from left to right on the board. Also, random chits are available to the top scorer for each type of building. These chits can be extra points at the end of the game, the ability to switch positions (e.g. you rolls 4 palm trees on the third roll and someone else’s marker is there, you can bump them down instead of getting bumped down yourself), switch markers on the top half of the board, get an extra, free die, free re-roll of the dice and the opportunity to go first each round. This is only the first half of the game! The 1st and 2nd place winners of each round get to move markers up a second, top part of the board and here is where the REAL scoring happens! There are devilish twists as scoring here only happens after rounds 1, 3 and 5 (though markers do move up on all turns). One round 1 only the leader of the top part score points, on round 3 the 1st and 2nd place players score and after round 5, 1st through 3rd score. Another twist involves the increasing value from left to right – the first column only offers 1, 8 and 16 points to the top player in the respective rounds where the last column scores 6, 13 and 21 points!

This game is really actually very simple to play – a friend’s 8 year old daughter played and was quite competitive at Historicon and I have even played a single round with my two daughters aged 4 and 3 (we do not play for scoring but for rolling the dice and getting them hooked on playing games with their dad at an early age!) The game is fun with any age group (you should see the gyrations my 3 year old goes through just to roll the dice in the leather cup provided!) and I am looking forward to many years of fun with it. Another plus is the excellent game support – a single marker piece was missing and all I needed to do was to call the main distributor, Rio Grande games, and a replacement was promised, free of charge.

Available through Amazon, Time Well Spent, Fun Again Games, BoardGame Geek and Rio Grande Games for about \$22-35



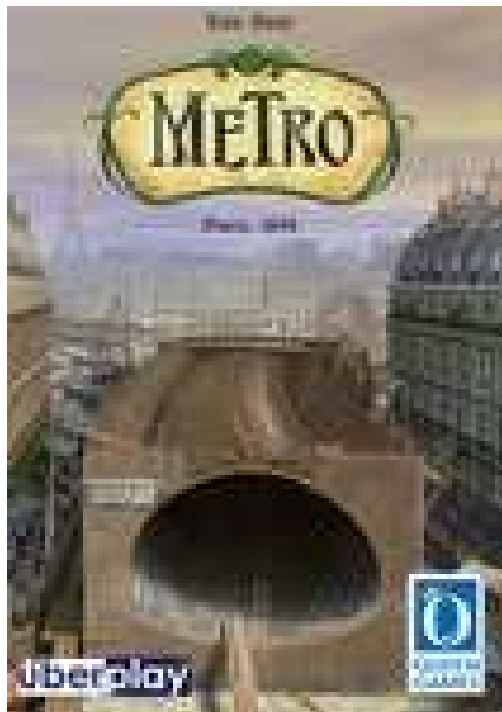


GAMES, GAMES, GAME...

Continued...

METRO

Queen Games



Another creation by the same designer as Alhambra, this game takes place in 1898 Paris, two years before the World's Fair and you are designing the new Metro. 2-6 players can play; the rules are simple and only four 5x7 pages long.

Each player starts with a number of wooden subway cars in their respective Metro stations dependant on the number of players involved. Set up is facilitated by player aid cards that show the color each player will be and their starting Metro stations (names and numbers to speed set up) depending on how many people are playing. The object of the game is to score the most points by making the longest subway lines. Simply count the number of tiles the line takes from start to finish; because the lines twist in many different ways, the same tiles can be counted several times as lines cross and re-cross themselves. Double points are awarded if the line is able to connect to the eight stops in the center of the game board – though only three blocks away from some stops, this is much harder than it would appear. The square tiles have eight different entry/exit points for the tracks and an arrow in the center to help align the tile in the correct manner on the game board. The strategy is simple and straightforward – do you use the tile you have selected to help your existing lines or do you use it to foul up another player's plans?!

This is another game that can be played by all ages. It is easy enough to play with my little girls (strategy goes out the window but the object is to play, have fun and enjoy board gaming) and challenging enough to play with adults. Even though it is an older game, it is fun.

Available through Amazon, Time Well Spent, Fun Again Games, BoardGame Geek and Rio Grande Games for about \$10-20





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THE BATTLE OF HURTGEN FOREST

WWII Battle; Part 2 of 2

Part 1 was in Issue 56 of The Gamers Closet

article submitted by Ben Lacy


of darkness ready with fixed bayonets to charge at first light. Sgt. Bill Petty, who had distinguished himself on D-Day, recalled, "Tension was building up to the explosion point." At first light, he shouted, "Let's go get the bastards!" and firing from the hip, he led the Rangers as they charged. Sgt. Bud Potratz remembered hollering, "Hi ho, Silver!" It was worse than D-Day but the Rangers had caught the Germans by surprise and although the Germans were good that day, they were not good enough!

When Sgt. Petty reached the top of the hill, he "found a situation of turmoil." With another Ranger (named Anderson), he approached the main bunker and heard Germans inside. They pushed open the door and tossed in two grenades. Just as they were ready to rush in and spray the room with their BAR, a shell exploded a few feet away -- the Germans were firing back on their own positions. The explosion blew Anderson into Petty's arms. Anderson was dead, killed instantly by a big piece of shrapnel in his heart.

Sgt. Petty had the unusual and very sad experience of having another Ranger named Anderson (brother of the Anderson who had just died in his arms) get hit by German fire and had him die in his arms within the hour. The Germans were not going to give up the hill no matter what the cost. By 9:30, the first of five counterattacks that day began. They used machine guns, burp guns, rifles, and three potato masher grenades. Hand-to-hand fights developed on top of the hill often with bayonets.

German Field Marshal Model offered Iron Crosses and two weeks' leave to any of his men who could retake the hill. The Germans threw in everything they had. On the American side, Ranger Lt. Lomell remembered, "we were outnumbered ten to one. We had no protection, continuous tons of shrapnel falling upon us, hundreds of rounds coming in." At one point, Lt. Lomell saw his platoon sergeant, Ed Secor, "out of ammo and unarmed, seize two machine pistols from wounded Germans and in desperation charged a large German patrol, firing and screaming at them. His few remaining men rallied to the cause and together they drove the Germans back down the hill."

Lomell was a legend among the Rangers for what he did on D-Day, but in 1995 he commented, "June 6, 1944 was not my longest day. December 7th, 1944 was my longest and most miserable day on earth during my past 75 years." As Ranger numbers dwindled and ammunition began to run out, American artillery saved the day. During the night, ammo bearers got to the top of the hill and brought down the wounded on litters. Lt. Lomell was among the wounded and hence lived to tell the tale. The combined strength of the three companies left on top of the hill was five officers and eighty-six men.

Just after daylight, the Germans shelled the hill with such intensity that one explosion would cover the sound of the next approaching shell. But when the Germans attacked the hill with infantry, a combination of artillery and small arms fire of the rangers drove them back. Late on December 8, an infantry regiment and tank destroyer battalion relieved the surviving Rangers. The Rangers had suffered 90 percent casualties and once again would have to be replenished with very few of the originals alive to be part of the new Ranger Battalion. 



THE BATTLE OF HURTGEN FOREST

A week and two days later, the Germans retook the hill and not until February 1945 would the Americans get it back. When the Americans took Hill 400 again, the campaign would come to a close but since the Americans did not have the dams upstream, the Forest for which they had paid such a high price would be worthless. The battle had lasted ninety days and involved nine American Divisions and their supporting units. More than 24,000 Americans lost their lives and there were another 9,000 casualties from trench foot, disease and combat exhaustion. So ended the battle for the Hürtgen Forest.

How and why so many wonderful young people were sacrificed and for what purpose pose an interesting question. It has been said that the battle for the Hürtgen Forest was based on a plan that was grossly, even criminally stupid. There does not appear to be any argument to the contrary. The statement that, "The months-long battle of the Hürtgen Forest was a loser that our top brass never seemed to want to talk about" seems to say it all. Who can be blamed? Probably no one person in particular, but just about everyone who had anything to do with its planning or its implementation can share the blame.

Headquarters personnel from battalion on up to Corps and Army found themselves good billets and seldom strayed near the front. Of course there were notable exceptions, but in general the American officers handing down the orders to attack and assigning the objectives had no idea what it was like at the front. Combat veterans said that only on the rarest of occasions was any officer above the rank of captain or officer from the staff ever seen.

The first step down the road to this disaster can be traced to the following order:

COMBAT UNITS ARE AUTHORIZED TO BASE DAILY REPLACEMENT REQUISITIONS ON ANTICIPATED LOSSES FORTY-EIGHT HOURS IN ADVANCE TO EXPEDITE DELIVERY OF REPLACEMENTS. TO AVOID BUILDING UP OVER STRENGTH, ESTIMATES SHOULD BE MADE WITH CARE. SIGNED EISENHOWER.

This order was based on the necessity of providing replacements for battle losses in time to insure that the initiative would not be lost in battle situations where the enemy was on the run but might recover if replacements were not quickly available. Unfortunately, the order enabled inept staff officers to bring in replacements at such a fast pace that companies and even divisions could take tremendous losses that only could be acceptable because of this replacement policy. The officers making these decisions were never close enough to the front lines to be in danger themselves so they were always around to continue to make more costly mistakes.

At the Hürtgen Forest battle, it was Generals Bradley and General Hodges who were responsible for these costly mistakes. They used this procedure but failed to put into place any checks to determine if this policy could be causing excessive loss of troops. This was the weakness of the plan and unfortunately, no one ever bothered to check it out.





The blame for this catastrophe was a failure of the generals at the highest levels. The officers from the level of captain down to freshly commissioned lieutenants and enlisted men from sergeants down to the newest recruits performed and died with such courage that all Americans should be forever proud of them. Taking the time to read this account and consider its implications might diminish the possibility of this type of disaster happening again, then again, maybe not.

This true account of the Battle of the Hürtgen Forest is based on Stephen E. Ambrose's book, *CITIZEN SOLDIERS -- The U.S. ARMY FROM THE NORMANDY BEACHES TO THE BULGE*

TO THE SURRENDER OF GERMANY. By Simon and Schuster.

Additional information taken from *DANGER FORWARD -- First Infantry Division Unit History - 1947* copyright and from *A DARK AND BLOODY GROUND - The Hürtgen Forest and Roer River Dams 1944 -1945* by Edward G. Miller



Pictures found on
http://en.wikipedia.org/wiki/Battle_of_Hurtgen_Forest

Editors note: Ben edited the following story from an unknown author. If our readers know the author's name please let the editor know for we can give credit.





RAF RECONS ARNHEM

by Gunny Phil

Sent by Pete Panzeri

Gunny Phil sent his photos of Saturdays Arnhem bridge game.

Attached is a real nice photo of a RAF Recon Misquote photographing the carnage on Arnhem Bridge after the disastrous SS Recon attack on 18 Sept 1944.

Our scenario starts on 19 Sept...so those burning vehicles are actually now just terrain. Hugh should have the AAR and all of Rich's and Phil's pics posted on the BB web site soon.





LAUNCH FIGHTERS! - A LESSON IN GAME DESIGN

Stuart Gaston with forward by Aaron Albert

www.launchfightersgame.com

“Captain Tiberius Walker stood upon the bridge of the Uxor Excessem, his eyes narrowed to slits and a grim expression on his face. What troubled him was what was upon the viewscreen, a 25 ton light warship, commonly used by pirates, mercenaries, and smugglers in the area.

The warship appeared lifeless, but Captain Walker new better. The hair stood up on his neck and arms, his senses warning him that something was awry. It was a trap and Walker knew it, but he had no choice, he had to go in to investigate.”

Introduction

Launch Fighters! is a newly published tabletop spaceship battle game for geeks age 12+ that is fast, fun, well balanced, universal and perhaps most importantly, FREE. A few ships can duel in ten minutes. Whole fleets can battle in under an hour.

Inspiration

When I and three friends set out to design a game we had to ask ourselves, “What makes a game *good*?” We’ve been gamers all our lives and can count the following as some of our favorites: Battletech, Car Wars, Warhammer, Dungeons and Dragons, Memoir ‘44, Settlers of Catan, Axis and Allies, Risk, Munchkin, OGRE and the list goes on and on. We have even done some playtesting for major game companies.

Almost every gamer I have met at a tournament or con has some notion in the back of their mind about a game they want to make, or some scenario for their favorite game, or maybe just a rule change they wish would happen. When we set out to make Launch Fighters! I knew these people would be the judge of our game. Our daunting task was to make the game “good” for them, not just for us, and I hope we’ve succeeded. After all you can’t play a game alone.

The Plan

With no previous game design experience I figured the best way to start was with something simple and familiar. If you want to make a game and you like the Civil War then start with that. I like spaceships and sci-fi that surrounds them: Star Trek, Star Wars, Battlestar Gallactica, Babylon 5, etc. Most of the table-top games for these franchises were either too expensive or overly complex for anyone I knew to actually want to play them. I decided that a simple space battle game that represented starship combat in a generic “any universe” way that could be played in an hour or less was now the goal.

With a budget of zero you can’t have it all, so we decided to do away with the fancy box and elaborate back-story that many sci-fi tabletop games have. What we could offer was quality design, re-playability and a “design your own ship” concept that would keep the game interesting and flexible.





LAUNCH FIGHTERS! - A LESSON IN GAME DESIGN

Continued...

Gameplay

Ok so what happens in a spaceship battle? Think of every movie or TV show you've ever seen. The opposing sides find each other and start shooting whatever they've got. Generally the battle lasts for a while, right? It gives time for dramatic dialogue and crewmembers throwing themselves around the set ...err I mean bridge ... in an effort to make the last hit seem particularly devastating. The battle grinds on until one side escapes or is destroyed.

When creating a game you have to consider how the game will "feel". We wanted to create a board game that relives this space battle experience. With many games the first shot determines who will likely win. We wanted our game to go back and forth for a while as our ships traded volleys in deep space so we had to build that into the game.

Keeping It Simple

Building consistency and simplicity into is key. Exceptions to every rule are like dishes in the sink. They just keep building up and without regular attention the whole thing will soon be a mess. Keep fighting to make rules simple and easy to understand.

For weapons we decided not to get too specific and broke down everything we've seen in sci-fi into three general categories: cannons, missiles and fighters. Protection might be "shields" or it might be "deflectors" or "armor plating". Whatever - we'll just call it "defense". Many space battle games have multiple "arcs" for each ship making calculations time consuming and intense. We have just two: front and rear.

Ships can move and turn but we have no desire to create any "real world physics" on a flat hex grid. For goodness sake, space is 3 dimensional so that in and of itself makes any tabletop spaceship game unrealistic.

Range of movement and weapons fire is limited to 5 spaces. That's far enough to be interesting but close enough for you to count spaces just by looking. Any kind of "line of sight" or tape measurement that would take time and create confusion was nixed. We figured it's the three dimensional void, not a hallway in a dungeon, so your ship is pretty much going to be able to see anything that's not on the other side of a supernova.

Balance

It's important that no ship or fleet of ships put on the field will win all the time. Nothing kills a game like a "broken" strategy that is unbeatable.

For every scissor there must be a rock and for that rock there must be paper. Each strategy must require skill and luck to be put into action, though, so the outcome of each battle is cannot be forgone conclusion. This is a delicate compromise.

Build Your Own

Some games lose their charm after a while because players are not allowed to express their creativity within the game. Good games let you "build something" and try out your new creation on the field. For advanced players Launch Fighters! encourages the design of a custom fleet of ships and includes rules and a computer spreadsheet to help. Each ship only takes a minute or two to make, then print it out and you're ready to fly!





LAUNCH FIGHTERS! - A LESSON IN GAME DESIGN

Continued...

Playtesting

We tested Launch Fighters! on and off for about a year for hours and hours and hours. We tried every imaginable combination of offense and defense and speed to find the ship that was invincible. If found that ship, the game had to change. Playtesting is, in my opinion, the most important aspect of publishing a game.

You must playtest the unusual and the unexpected and you must involve people who did not make the game. The designers can often not see the forest for the trees - I am guilty of this on many occasions. Be open to suggestions. In our final playtesting marathon, we each thought of the most outlandish fleet of ships possible. Someone brought one gigantic ship with a huge amount of defense and little else. Another brought a fleet of over a dozen ships with no defense at all! Someone else fielded a gigantic swarm of fighters and their super-carrier.

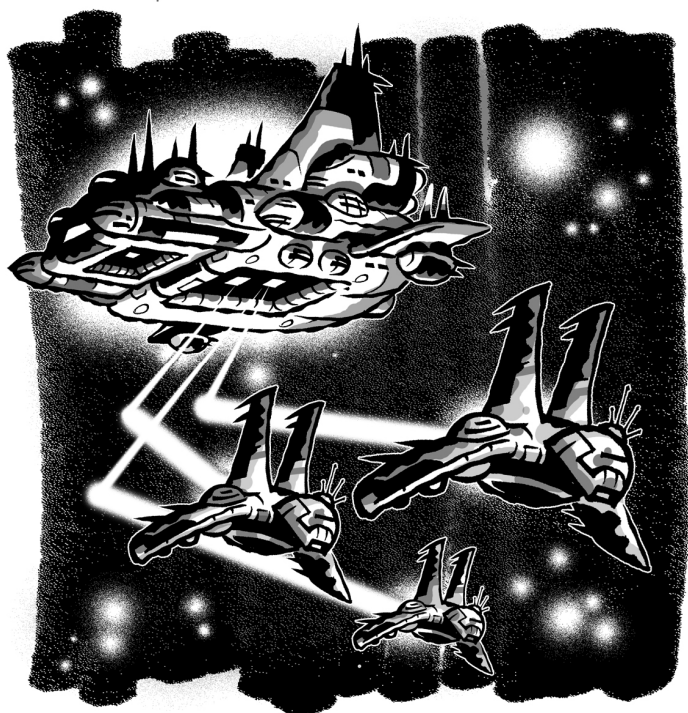
As my fleet lost its first game of the night, having been victorious in every previous battle, I was anything but sad. I was excited because our game was balanced. After a few rounds it had become clear that each of these fleets had strengths and would win some matches, but against the wrong opponent each fleet was vulnerable well. After this evening we decided the game was now ready to release.

Why Free?

Being new we decided to copyright our game but publish it for free. This way it can end up in the hands of the most gamers quickly but the future of the game go in any direction we wish. We are a new group of designers and Launch Fighters! is our contribution to the gaming community. Anyone who enjoys Launch Fighters! can adapt it to whatever genre or sci-fi franchise they want with ease. If it continues to be popular (over 1,000 people have downloaded it already) we will publish expansions.

Thanks for reading. Launch Fighters! is not all things to all people but for what it is we hope it's "good".

Download, print and play at
www.launchfightersgame.com
and let us
know what you think.





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WP-602 M-30 122mm gun - WWII vintage gun, mainstay of Polish Army artillery almost to XXI c.!





TANK SHOCK 2007 AAR

by "Hack Saw" hacksaw102@hotmail.com

Submitted by Pete Panzeri

PARTICIPATION AND ATTENDANCE:

There were 44 people who pre-registered for the event, 32 of them were able to attend. In addition there were 8 others who attended but did not pre-register for a total gamer attendance of 40. This is a 50% increase over last year and a trend I am optimistic will continue. Members from the TSS, BRHMA, SAGA, and CFHGS gaming groups as well as the nice folks from ODGW were in attendance running and playing games. I don't have the total for the overall museum yet but it was also much higher than last year, especially on Saturday. There were also a number of attendees who stopped in to participate in the games or to just find out more about the hobby. Most of the passers-by who stopped to play were youngsters, which is always a good thing.

GAMES:

There were five games Saturday and three on Sunday and no lack of players for any of them. Systems in use included Panzer Marsch, Panzertruppe, Mein Panzer, Firefly (modified), Flames of War, and Conrad's Trench Fight. All of the games looked great and they attracted a lot of attention as a result. One of the highlights was when a group of very young reenactors dressed as WWII GIs played in the D-Day Landing game.

RAFFLE:

This year's raffle included prizes from Syr Hobbs Wargames and Battlefield Terrain Concepts, as well as various prizes donated by myself and Ed Mohrmann (TSS). All of the prizes were well received, and \$160 was raised for the museum. This was used to sponsor one of the M16 Halftracks in the museum collection.

OTHER GOINGS ON:

During the Museum's open house, they demonstrated a number of interesting artifacts including live fire of a Thompson SMG, an M3 Greasegun, an MG42, and not one but TWO flamethrowers! An M60 tank was used to crush cars and one of the M113s was driven for the enjoyment of the crowd. Visitors also enjoyed the museum's extensive and ever-growing collection of armored vehicles, artillery, small arms, uniforms, and all manner of other related artifacts.

SPECIAL THANKS:

I have to extend special thanks to all of the folks who ran games – Bruce Schaper, Dale Sisson, Bob Bengé (and his cohorts at ODGW), Chris Pagano, Mike Tyson, Mike Andrews, and Mike Praw. I tip my hat to the vendors who supplied over half of our raffle prizes – Duane at Syr Hobbs and Doug at Battlefield Terrain Concepts. I would also like to say Thank You to Ed Mohrmann, his behind-the-scenes support was invaluable. And, of course, thanks to everyone who came out to roll dice, push troops, and look at tanks. A better group of ambassadors for the hobby cannot be found anywhere. Thanks also to the AAF Museum for hosting our merry band of gamers so graciously and enthusiastically.

NEXT YEAR:

The museum has already set the 26th and 27th of April 2008 as the dates for next year's open house, so planning is already underway for TANK SHOCK 08. I hope to see you there next year!





SOCIABLE STRATEGY GAMES

Listing

by Bill S.

A gamer in our area maintains a list of email addresses that reach over 500 people who play 'sociable strategy' games (also called 'German-style', or 'Euro-', or 'designer', or 'modern' boardgames) in the Baltimore-DC-Northern Virginia metropolitan area and the surrounding regions. To minimize spamming, the list is used only in bcc, and only to announce upcoming gaming get-togethers (definite, or being planned).

If you want an address added to the bcc list, send an email from that address to salvatore_b@bls.spammfoyer.gov, saying 'add me' (but, of course remove the spam foiler). Around the start of every month, an email is sent to those bcc addresses, listing all the regularly scheduled gaming sessions in that area that the writer knows about, plus special events in the surrounding regions. To add to that monthly mailing a notification about a session or event, write to the same address.

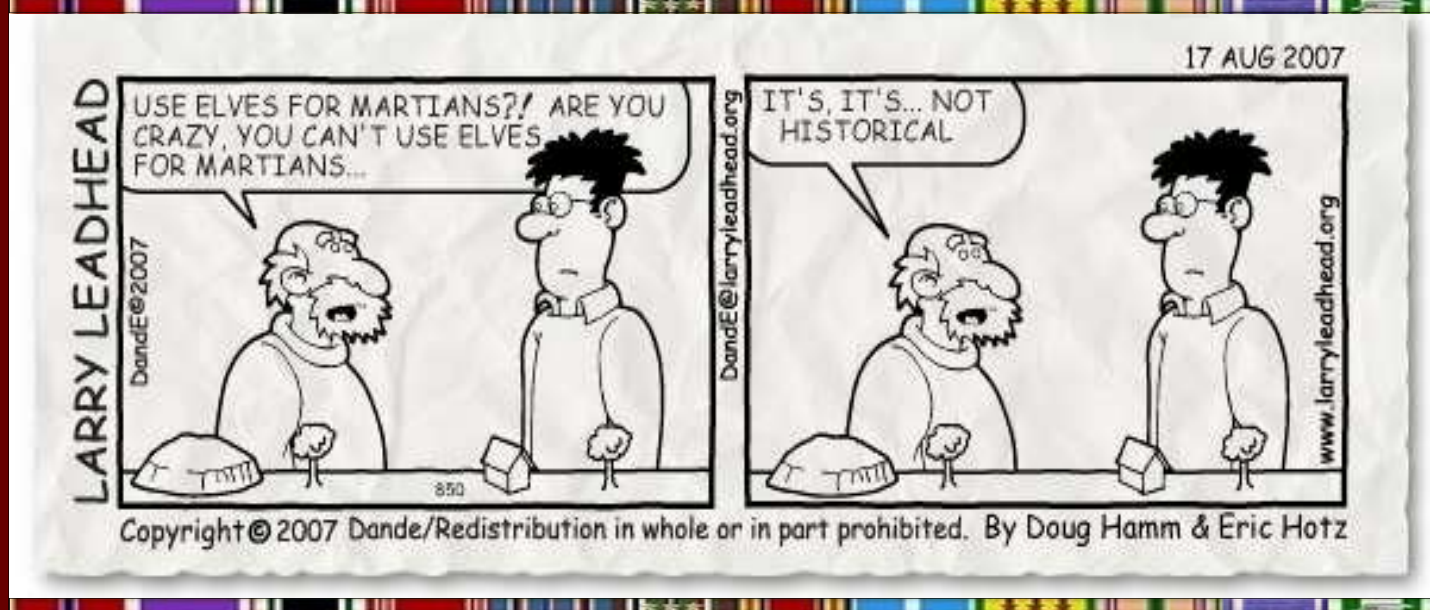
The writer also provides a service for semi-private groups: forwarding inquiries to a host or co-coordinator who does not want a contact email address published.

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

In solidarity, bill s.

LARRY LEADHEAD

by Doug Hamm & Eric Hotz





Sperber Panther

Part 1 was in Issue 56 of **The Gamers Closet**

After Allied air supremacy was achieved, infrared night fighting became a priority with the Germans. In 1943 a small number of Panthers were outfitted with a Biwa Infra-Red image converter for the commander and a 300mm Uhu (owl) infrared searchlight. After testing, the Panther searchlight was found to have a limited effective range of 600m. A larger 600mm infrared searchlight was then mounted to an Sdkfz 251 halftrack (later designated Sdkfz 251/20). This extended the effective range of the Panthers image converters to 2,500m. The IR Panther and Sdkfz 251/20 were to be mated together with another halftrack (Falke (Falcon)), which carried a Panzergrenadier squad equipped with assault rifles mounting Vampir (Vampire) night sights. The combined three-vehicle team was to be known as a Sperber (Sparrowhawk) unit. In 1945, the Germans intended on creating five Sparrowhawk companies, but this never materialized. The only known use of Sparrowhawk involved two teams from the ad hoc Panzer Division Clauswitz on the western front. April 21, 1945, these two teams overran an American anti-tank hedgehog on the Weser-Elbe Canal. An improvement to the IR system, known as "Solution B", was developed at a tank school at Fallingboostel. A Biwa IR image converter was added to the driver and gunner's periscopes giving the tanks a better field of view with three personnel able to scan the area around the tank. The only known use of "Solution B" equipment was in mid April 1945, near Uelzen. An unknown number of "Solution B" Panthers destroyed a platoon of British Comets.



Unproduced Panther Tank Variants

Panther F

To reduce the size of the frontal area of the turret, a project was started to develop an schmal (narrow) turret with the same size gun ring and the ability to still hold the Panther 75mm KwK. 42/1 L/70 gun. This turret was to be installed on an upgraded Panther chassis. The features of the Panther F were to be:

- Schmal turret with range finder bulges on the turret side
- Conical gun mantlet with 75mm KwK. 42/1 L/70 gun, coaxial MG42 machine gun and more armor
- 25mm hull roof
- Driver and hull gunner hatches designed to be lifted slightly and moved to the side
- Hull machine gun mount designed for MP 44
- Hull interior arranged to allow quick conversion to command tank.
- AAMG mount preinstalled

Only two prototype models of the Panther F were completed by the end of the war.



Panther II

The Panther II was designed to address a concern that the original Panther design was not sufficiently armored. The front hull armor was beefed up to 100mm and the side hull to 60mm. This armor upgrade was not to affect the performance of the Panther. A decision was also made to have the Panther II co-ordinate production with the Tiger II utilizing as many parts of the Tiger II as possible. Considerable delays in production of the Tiger II were caused by this decision. Some other Panther II features were:

- Single torsion bar
- Hydraulic steering
- Steering wheel
- Reinforced gear box
- Schmal turret mounting the 88mm KwK L/71 Tiger II gun

Only two experimental chassis were completed before the end of the war.





Continued...

Sturmpanther

Late 1944 plan to install a 150mm StuH43/1 in the Panther and create a heavy assault gun for infantry support. Production had not begun by the end of the war.

Jagdpanther Starr

Success with prototypes of rigid mounted guns indicated that the Jagdpanther hull would be more suitable due to its mass and the capability of mounting the 88mm Pak43/1 L/71 gun farther back on the chassis centerline. This model never made it passed the development stage.

Geschutzwagen Panther fur sFH 18/4 (SF) (Waffentrager (weapons carrier))

The Germans developed an interesting approach to carrying large field guns called the Waffentrager system. The chassis of the Panther was modified to accept a slide mechanism by which a gunned turret could be slid and then lifted off of the chassis onto a wheel carriage or ground mount. This would provide the gun a 360° arc of fire. Little progress was made passed the design and testing concepts. The Panther chassis front and side armor were reduced to 30mm.

Panther Self-Propelled Artillery Proposals

Gerat 5-1211 (Heuschrecke 12) mounted a 128mm K.43 (SFL) Kp.I gun.

Gerat 5-1528 (Heuschrecke 15) mounted a 150mm s.F.H. 43 (SFL) Kp.I gun.

Gerat 5-1213 (Skorpion) mounted a 128mm K.43 (SFL) RhB gun.

Gerat 5-1530 (Skorpion) mounted a 150mm s.F.H. 43 (SFL) RhB gun.

Grille 12 mounted a 128mm K.43 (SFL) Kp.II gun.

Grille 15 mounted a 150mm s.F.H. 43 (SFL) Kp.II gun.

Note here that the difference in these models was the manufacturer and how that manufacturer mounted the guns to the Panther chassis.

Panther Flak Proposals

Flakzwilling 37mm auf Panzerkampfwagen Panther

With Allied air supremacy over the western front, a project to put a fully armored twin 37mm Flak 43 turret on a Panther chassis was started. The turret design had sloping armor like the schmal turrets of the Panther F and Panther II. Unfortunately, after the project began in December 1943, it was continually until the end of the war.

Flakdrilling 37mm auf Panzerkampfwagen Panther

This vehicle was a proposal to mount a triple 37mm gun turret on a Panther chassis.

Flakpanzer V 55mm Zwilling

The Flakpanzer V was to mount twin 55mm guns and then mount either two MG151/20 and one MG42 or two MG 42 and one MG 151/20 or two MG 151/20 machine guns in the gun mantlet on top of the 55 mm guns.

Flakpanzer V 88mm

A proposal was made to mount a 88mm Flak41 L/74 on the Panther chassis. However, this proposal was later dropped because stationary 88mm Flak batteries could engage the high flying aircraft and the main concern was with the low flying and strafing aircraft.



*Continued...*

Planned Modifications of the Panther

A report dated in February 1945 from the development emergency program comprised three lists of additions/improvements that were then under production. The first consisted of improvements that would have a decisive impact in the near future and were given top priority. Some of these improvements were (includes month/year when design was completed and would be ready for production):

- Mehrladeeinrichtung (auto loader) for the 75mm KwK 42/2 L/70 – April 1945
- Stabilized gun sights – April 1945
- Biwa infra-red scope and searchlight and a built-in range finder – April 1945
- Gummispurende Laufrollen (rubber saving silent block all steel road wheels) – May 1945
- Dreschfliegelpanzer (mine clearing flail tank) – not before May 1945
- 900 metric horsepower Maybach-Motor HL234 engine – August 1945

The second contained improvements that could gain special advantages. The items were long-term projects that would take a considerable amount of time to complete. Some of these improvements were:

- Air cooled Simmering diesel engine and water cooled Deutz diesel engine
- Stabilized tank guns
- Hydrostatic steering
- Hydrodynamic steering units
- Panther-Turm with 88 mm KwK L/71 gun

The third consisted of improvements that were to cease immediately. The only item on this list was the s.F.H. 18 SFL auf Panther Bauteilen 150mm self-propelled howitzer chassis.

Statistics for all of the Panthers and variants are included in the following table.

Special Wargame Rules for Infra-Red equipped Panthers and Sperber Units

Any version of the Panther can be equipped with the Infra-Red image converter.

A Panther team that is operating by itself will have a range of 600 yards (10" in Mein Panzer) and a 120° arc from where the turret is pointed that will be considered daylight to the team. The team units are considered to be in daylight when shooting and receive no negative modifiers for night visibility when shooting at targets that are within IR range. The Panther can only move at ½ speed since the commander must direct the driver.

A Panther team operating with a Sdkfz 251/20 will have a range of 2500 yards (20" in Mein Panzer) and a 120° arc from where the spotlight is pointed that will be considered daylight to the team. The team units are considered to be in daylight when shooting and receive no negative modifiers for night visibility when shooting at targets that are illuminated by the IR searchlight.

A Falke (Falcon) Sdkfz251/1 halftrack loaded with a Vampire equipped Panzergrenadier squad will be equipped with Assault Rifles (use German Rifle stand with ROF 2), have range to 600 yards (10" in Mein Panzer) when illuminated by an Sdkfz 251/20 halftrack the equipped stands are considered to be firing in daylight and receive no negative modifiers for night visibility on targets that are illuminated by the IR searchlight.

A "Solution B" Panther (A and D models only) will have a 180° field of view of anything that is illuminated by an IR searchlight. The "Solution B" Panther can move at full speed and is considered to be in daylight when shooting and receive no negative modifiers for night visibility when shooting at targets that are illuminated by the IR searchlight.

Bibliography

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Spielberger, Walter, *Panther & its Variants*, Schiffer Military History





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by Jay Mischo

Sites that might be useful to other gamers:

<http://www.barbertown.com/> Jay's favorite place to shop

<http://www.battlefront.co.nz/> Battlefront Flames of War website

<http://www.waterloo-minis.com/> Rob Eubank's store outside of Richmond

<http://www.dbaol.com/> DBA on-line

http://homepage.ntlworld.com/bob_mackenzie/FFT.htm Fist Full of TOWs rules

<http://www.tacopshq.com/Maproom/index.html> Make your own tactical-operational maps

<http://www.microarmormayhem.com/> Micro-armor Mayhem

<http://sopwith21.proboards92.com/> A gaming group based around the old TSR WWI fighter game "Dawn Patrol" aka "Fight in the Skys"

<http://pygmy-wars.50megs.com/home.html> A fun site for off beat periods (Russian Civil War etc.)

<http://www.warflag.com/flags/select.shtml> Gaming flags to print and use





ABOUT THE GAMERS CLOSET

by David Luff

Welcome to our new gaming magazine for the Northern Virginia Gamers (NOVAG). Because of the new digital format we will be publishing our newsletter, or should I say, magazine, in color with no more printing costs, folding, handling, and postage. Be proud of what you, as a member of NOVAG and a member of the gaming community, can do for the hobby and let the world read about it.

With this new format we will be needing your help in the way of articles and photos to fill the pages for this magazine to work. One important aspect of our hobby is its visual medium from the colorful miniatures and gaming terrain. That is why I am asking that all articles and reviews include color photos or graphs. Just like the “professional” magazines like “Miniature Wargaming” and “Historical Miniature Gaming” photos are used to show off their articles. If you cannot take a photo for your article just see if a related image can be found on the web (include the URL in your article). For ideas, here is a list of articles (but not restricted to) that we will need in future issues:

- Battle Reports
- Painting Tips & Terrain Making
- Product Reviews (miniatures, cardgames, and boardgames)
- Rules Reviews
- Movie Reviews
- Convention Reports
- Military Report or Reviews (going to a Battlefield or Museum? Visiting a special place?)
- Special Events

We are looking for writers who want their own section in the magazine which to cover their own interests in the hobby for general subjects like:

- Cardgames
- Boardgames
- Role playing games
- Miniatures games
 - Historical
 - Fantasy
 - Science fiction

Or specialize and write about your favorite game system or rules like (but not restricted to):

- Flames of War
- Advance Dungeons & Dragons
- Magic: The Gathering
- Settlers of Catan

Newsletter within a Newsletter: Do you belong to a gaming club with or without a newsletter? Do we have an offer for you! Either tart your newsletter right here or post your current issue within the pages of “The Gamers Closet”. We will give your club their own section where your club can design their own cover and a section to fill with articles from the clubs members. No cost for this offer and best of all everyone gets to read about your clubs upcoming events and activities.

Retail Stores, Manufactures, and Conventions: Submit your information to us and yes, this is a free service to our readers. Tell your in-store clubs about our magazine and we will give them their own section (see Newsletter within a Newsletter). How about an article about your store?

We must stress one more time try to include color pictures or graphs with your articles. Every week table top battles are fought on gaming tables in places like Game Parlor (Chantilly, VA.), in game rooms, and basements, and not one camera will be found to record the action. So when you pack for your next game knock the dust off that camera and pack it with the terrain. Now when you break that British square with your French cavalry you can record it for your next article to your magazine.

On the technical side we are using MS/Publishing for the magazine and PDF downloadable from our webpage and message board. The main body is 10 font using Times-New Roman at 8.5” x 11”. Use MS/Word if possible and keep images separate but labeled. Editor will try to use all images but cannot guarantee because of formatting.

