



Why We Hack . . .

Philip J. Viverito

This is the third *Classical Hack News Letter*. In this issue I hope to detail and explain our approach to historical miniature gaming and our philosophy. Our demonstration games, numerous books and dioramas and speaking engagements are all dedicated to the purpose of educating as well as entertaining young and old alike.

There has been some criticism over the years about *Classical Hack* in gaming circles, as being all manner of things. Here is what *Classical Hack* is not. It is not designed or intended for tournament play or for gamers who need to be told how to game. Does this mean tournament play is bad. *No it does not*. There are many approaches to miniature gaming and tournament play is just one. It is unfortunate that we must be forced to use certain words (i.e. *rules*) that are commonly accepted. Unlike other game systems *Classical Hack* is more of an interpretive *guide* to gaming than a true set of rules. This is the hardest thing to accept about our system. Our system handily accommodates users who have some knowledge of history without alienating those without. Currently in ancients gaming there is a philosophy that to be usable a system must follow a very narrow formula. Break with this formula and you are a heretic.

We have created our own formula based on the user researching a period in antiquity, interpreting the research, and then changing our game system to meet his or her findings. Even altered the system is easy to understand and easier still to play without the loss of historical feeling of that period. This may not be wise from a marketing stand point but it does work.

Our game system requires at least a sixth grade reading level; incorporating historical research, statistics and math skills. It is hoped that through gaming we can inspire young and old to take an interest in a particular period of history, through their own efforts.

To channel these educational skills into interest we provide universal scenarios books, with researched details of the many different peoples of Antiquity.

Finally we engage the gaming community and educational institutions with programs. Most of these include large scale models of important and interesting place like ancient Alexandria or Tyre. The rewards are found in the people we inspire to do more in academics, historical gaming and the people we meet in doing so.

This is why we Hack . . .



The Legacy of Hannibal Washington, D.C.

On October His Excellency The Ambassador of Tunisia, Hatem Atallah and the Hannibal Club, U.S.A. will host the all day seminar The Legacy of Hannibal. The Ambassador and Fred Hubig, Founder of the Georgetown Center for Living History will lead a hands on exploration of the amazing career of Hannibal Barca and the three Punic Wars between Rome and Carthage.



Ambassador Atallah

Speakers will include Ambassador Atallah, Fred Hubig, John Prevas and Philip Viverito. Some 80 attendees are registered.

The seminar will begin with an introduction of the speakers with the first topic being *Trade and Prosperity* which deals with the impending clash between Carthage and Rome with the first Punic War.

Fire in the Med-The First Punic War (Naval Warfare) is the second topic. Various models and overhead projections will be used to detail and elaborate the technical developments advanced on both sides in regard to naval warfare.

Following a lunch hosted by the Ambassador, noted Punic author and scholar John Prevas will speak on *Taking the Fight to the Enemy*. This topic focuses on Hannibal's crossing the Alps, which has to be one of the most intriguing subjects of the Punic Wars.

Hubig and Viverito will carry on with Rome Counter Attacks. This discussion will take the audience through many of the battles of the Second Punic War. Brochures and an entire battlefield will be set up to depict and explain tactics of both armies. Using miniatures the two will compare and contrast Roman and Punic tactics.

The program will conclude with The Lasting Legacy of Hannibal presented by Ambassador Atallah. The Ambassador will lead a group discussion on the resurgence of Carthage and Hannibal's Odyssey to Asia Minor and his eventual death. Hannibal's guiding spirit prevails through the ages. The Program is affiliated with the Smithsonian Museum.



Fred Hubig

Details to follow next month.

Speaking of News

Norbert Brunhuber & NJMGS

At Fall In! Norbert Brunhuber will be putting on a number of naval games set in the Successor Period. N.J.M.G.S. (North Jersey Miniature Gaming Society) of which Norbert is a member, is a historical miniature wargaming group based out of Northern New Jersey in Morris County.

We welcome anyone to our events, which will be held at the Camp Jefferson location in Jefferson Township. This group meets once a month on the second Saturday. A variety of games are played from ancients up to modern. If you want to join in the fun, simply subscribe to our Yahoo group at

NJMGS_subscribe@yahoo.com.

In his naval games Norbert takes a simple skirmish type approach to naval warfare as you can see to the right. The naval combats are ship to ship and crew to crew.

The games are fast and fun and manage to maintain a truly historical feel. Perhaps one of the hardest things to do in gaming, whether as a game designer or GM (Game Master) is to reach such a level. Norbert uses a system from H.A.W.K.S., another New Jersey gaming group which is noted for its quality games which they test play endlessly to assure such quality. Norbert is also known for his big Successor State games. Using Classical Hack Norbert enthalls and excites players in a popular historical era. Watch the HMGS PEL for future convention events.



Most Unusual Game. . .

Global Conflict

Without a doubt the most interesting and unusual game I have ever seen had to be Peter Panzeri's World War II game. I am not sure what the game was called, however, it was very impressive. The game board was silk screened onto floor tiles for later use in the designer's basement. It was much like *Risk*, depicting a titled world map during the time of the WW II. It was nothing short of brilliant. The game was put on by Pete et al at Historicon 2004. This is the kind of game that inspires others to great things.



Contributions Sought

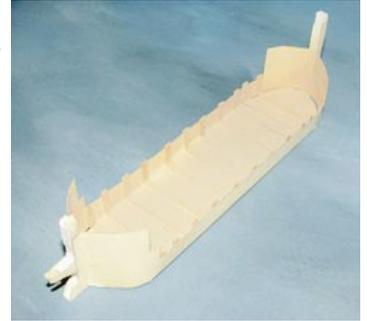
If you wish to send contributions to the Classical Hack News Letter send them electronically to pviverito1@earthlink.net or by U.S. Mail to [LMW Works](http://LMWWorks.com)

211 Greentree Road
Tonawanda, New York 14150

The Black Ships You Used

Lynne Viverito

What Phil needed when designing his Black Ship Scenario were Black Ships in some quantity. Here's how I came up with this template. Since Phil needed many black ships and we couldn't find any at a price we could afford, I scanned a drawing of one. Then I removed much of the details and found out the length and width it needed to be.



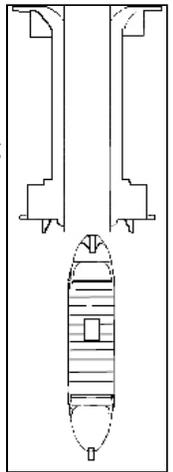
As much as I explained to Phil how it would work, he couldn't seem to picture it until I printed and cut and put one together.

How many Black Ships can be made? You can make as many as you feel like printing and putting together.

This Black Ship is printed on one card stock sheet, the sheet must be turned over to print the second side. Turn the sheet from left to right, do not flip top to bottom as it will then be reversed with wrong ends of boat, the front and the back, being printed. After it has printed out correctly, depending on your printer you may have to wait a couple of minutes to make sure the ink is dry before handling. Then cut away excess paper around the edges, front and back.

Once the boat is cut out the sides are then folded up and the ends are gently pulled together. Phil used a quarter inch square piece of foam board, 2 and 1/2 inches at the front and 2 inches at the end, to attach the paper boat too. He also reinforced the front inside of the boat with another strip of card stock, 1/2 inch wide and cut to fit around the prow of the boat. He then added detailing of 1/4 inch strips of wood along the inside of the boats sides, horizontally, and across the bottom as ribbing. Fore and aft decking was cut from Precision Products planking and glued in place. Then the entire boat is heavily painted with gloss black enamel spray paint.

To create different details like lattice work and decor patterns is not hard. We found that some decorative sewing material was useful for finishing the ships. Small gold trim was used and highly textured pieces of fabric were used. These can be glued onto the ships and left as is or painted. Find these at any craft shop. Phil choose to make the Black Ships look weathered using dry brushing.



Template



Troy At Fall Campaign

West Coast Young Bloods

Homeric Hack will be presented at Fall Campaign in Altadena, California on October 16, 2004. The battle of Thicket Ridge and the Trojan Horse enters the city.

Marcelo Figueroa has set up an educational demonstration for youngsters at a local school with Viverito as GM. This demo game will hopefully inspire new blood to develop an interest not just in gaming but also history. Getting new and especially young bloods interested in history is one of the goals not just of Viverito but also **LMW Works** which publishes many of his educational games.



Atlanta Kids Hacking Away at Warfair June 2004

While Viverito has always encouraged younger gamers to play in his demos at various conventions. This last year has seen a general increase in younger gamers participating. At Warfair there were about 8 young bloods. Homeric Hack, like Classical Hack is so easy and fast to play that after a few turns the kids were Hacking away with little assistance from Viverito. Origins showed a similar turn out of youths. "It is no longer an old man's sport," Viverito commented.

At Fall Campaign numerous period games will be hosted. Many popular games including ACW, and Marcelo's Pirates of The Spanish Maine as well as other more Modern Conflicts. Several local vendors will be present.

LMW Works will release

LMW Works will be releasing another new publication this year for Fall In!. Scott A. Monsour's *Rally Round the Flag*; rules for gaming in the American Civil War. See our latest full line of products at the Classical Hack Web Site:

<http://www.classicalhack.com>



Heavy Black Ship compliments of Redoubt

Hobby News

Release of Spartacus Figures

Old Glory Miniatures (www.oldgloryminiatures.com) is proud to announce: Free mounted Spartacus figure with purchase of Warhammer Ancients Spartacus Rule Book! Old Glory releases their Spartacus-The Slaves Revolt! line of miniatures in 28mm scale. This range covers the various Servile Wars, the most famous was the Revolt of Spartacus. For use with *EITHER* the Roman Republican Range or The Caesar's Gallic Wars Romans.

30 figure bags

SPA-01 Unarmored Spearmen

SPA-02 Armored Spearmen

SPA-03 Unarmored Swordsmen

SPA-04 Armored Swordsmen

SPA-05 Foot Command

15 figure bags

SPA-06 Cavalry

10 figure bags

SPA-07 High Command-foot & mounted



Anyone who purchases a Warhammer Ancients Spartacus Rule Book will receive a FREE mounted Spartacus figure. Also, during the sale all of these new packs are 20% off. Furthermore, any 28mm ancient packs purchased at the same time as the book will receive 20% off (includes the weapon packs as well). Length of Sale: Sale will begin on the 27th of September 2004 and run through 15 October 2004. Contact Old Glory on line at <http://www.oldglory.com>; phone 724-423-6898.

Gama/Origins Contest . . .

Free Trip for a good photograph

Gama and Origins would like to announce this item.

Greetings!

2004's Origins will be the show's 30th anniversary, and we have many cool things planned. We're contacting you looking for photos from Origins past, as well as pictures of past Origins program book covers (both on site, and preregistration books)--or even whole program books. We are willing to pay for return postage on anything sent to us, if you don't have it in digital format. If you wish, you can upload your images to our FTP site or send me an e-mail for the login information at

publications@gama.org. EVERY person who submits a photograph, or a picture of a program book, will be entered in a drawing for A TRIP FOR TWO TO ORIGINS from any major city

in the continental US.

We will also give a FREE sports bottle* to every person that submits any photograph, and a FREE T-Shirt* to every person

who submits something that we use in one of our publications. If you have any questions feel free to call us at 303-635-2223.

Submissions can be sent to:

GAMA/Origins

Attn: Kevin Porter

80 Garden Center, Suite 116

Broomfield, CO 80020

*For complete rules please e-mail publications@gama.org

Did You Know. . .

LMW Works provides speaking programs; New Jersey to California and Toronto, Canada to Atlanta, Georgia? That if you put on a Classical Hack game at a local convention or shop event you will receive a free scenario book or rule book (Photos and write-up required)?

The *Classical Hack News Letter* is also on magweb.com for premium members?

The *Classical Hack Web Site* welcomes After Action Reports?

We are indebted to Old Glory Corp, Foundry Studio One, and Redoubt Miniatures for permitting us to use many of their images for use in *Homeric Hack*? Without contributions like these life in gaming would be considerably harder.

You can find our complete list of *LMW Works* publications at the *Classical Hack Web Site*?

You can find any errata for our publications on the *Classical Hack Site*?

Jodie & Peter Panzeri are the proud parents of a son Peter, Best wishes to the growing Panzeri family!

Corrections

In issue 2 Precision Products' correct site can be found at:
<http://www.appliedimaginationinc.com>

Do You Yahoo?

If you are on line and wish to become a member of the *Classical Hack* Yahoo Group go to <http://www.classicalhack.com> and join up. There is not a lot of chatter about things like Celtic chariot wheels 4 spokes or 12, just interesting tid bits about the rules and interpretations. Nothing very long except my own windy answers. So do not expect a lot of mail cluttering your in box. Need help joining? E-mail pviverito1@earthlink.net.

Up Coming Events

Fall Campaign Troy October 16-17, 2004. Altadena, California.
Legacy of Hannibal October 30, 2004. Washington, D.C.
Fall In! James Mattes' Galatians Gettysburg, Pa November 2004
Siege Of Augusta TBD January 2005. Augusta, Georgia

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To: