



CLASSICAL HACK



Issue: 4

News Letter

November 2004

Hacking Around . . .

It is with some relief that this the fourth *Classical Hack News Letter* is released, however late. We seemed to have spent more time in the air than on ground! October and November were very busy and uniquely rewarding for us. Home at last with our travels completed for the year we can now return to our abnormal routine.

October saw us visiting the west coast putting demonstration games of Homeric Hack at Lion Heart Games and then Fall Campaign, in Altadena California. Home briefly were prepared for The Legacy Of Hannibal Program hosted by The Ambassador of Tunisia in conjunction with the Hannibal Club and the Smithsonian; in Washington, D.C. Two weeks after Washington it was time for Fall In!, held in Gettysburg, PA. We learned much about flying places and getting things there and back safely. The California and D.C. events present minor difficulties which all travellers are subject to when flying in the Post 911 World.

A word to the wise for those who have figures and travel by air. Put a manifest list of the box contents on the outside of the box. Be sure to mention that the contents are fragile, metal figurines of great value with edges that could injure inspectors. Make it clear to the baggage people that you expect things not to be damaged. Be bold about this.

When planning to do demonstration games of any size be sure to allow plenty of time when travelling by plane or car. If you require large scale models of things like Troy, figure out the best way to transport them. We swear by the U.S. Postal Service, in regard to cost and delivery. Be sure you have the packages boxed properly, which we did. Make sure that the mail clerk sends them all the same way. Which we somehow did not do. Two of our boxes got to California days after the event.

Consider time and arrive early to the seminar or convention. Plan on things going wrong. When visiting a different city find out where the good craft stores are located. If something needs fixing or replacing you can get the goods you require to make rebuilds and repairs. Having arrived early we had plenty of time to find and replace the missing parts.

Knowing we would be returning to California again in 2005 we decided to leave Troy in California with Marcelo. It was decided by Lynne that it was easier to build a new city of Troy and build a new one for Fall In!, some two weeks later. Fortunately John Hutt's systems for scratch building is fast and fun. Lynne was right.

Be sure projects are worth doing as were ours. Do not let life's little problems over take the joys of your vocation. When you stop enjoying projects like these it will show and people will see right through you. In regard to building things which occupies much of my time, nothing of the enjoyment has been lost.

I have a friend who once set up several thousand figures for his new line of figures and rules; for a demonstration game at a big convention. His figures were great and his rules well done. Unfortunately only one person signed up for his game. Disappointed he cancelled on the single player and packed up to go. I asked him why he did not play the game? It wasn't worth his time. Frankly I told him, "Your time was already spent, you should have played the game." I have had this happen to me and I look at it as a time where I can make a new acquaintance and get a chance to really game. That's why we go to conventions isn't it? To show our stuff and to game. That's our mission.

In Hacking around I have made many new friends, gained the ability to interact with others with a similar vocation and to strut my stuff. *Hacking Around* is worth it when I prioritize events, allow enough time for travel, am prepared for mishaps and have a partner who helps things get done. Prioritizing, planing and help make *Hacking Around* possible and enjoyable.



Sharing History

One of the important aspects of this hobby is the ability to share our knowledge with others at various levels. Usually this is a mutual shared experience. You get to meet new people and to interact with them. There is no better way to get people interested in miniature gaming and history than by taking your knowledge, expressed in miniature to far away places. Here are a few photos which we think convey this idea.



Troy At Fall Campaign California



Troy At Fall Campaign California



Embassy Staff member & Viverito & Hubig with set-up

It is important to selecting good events to attend. This year we were lucky to have the opportunity to visit a lot of places we would not normally visit. Each event we choose to do was by invitation and each merited our traveling thousands of miles. Each one was valuable and well worth the effort. California because it helped generate interest at a small convention. D.C. because we made many new contacts while supporting the hobby in a larger community and as part of a team. Both were places we could share our knowledge of history in a way seldom done. Each place dealt with two different topics and audiences.

Lion Hearted Gamers!

Arriving in California we easily picked up our rental car and pressed north to Pasadena. In California everything is easy to find if you do not fear free way traffic. We would suggest though if you go to LA it is wise to take up lodging south or east of the city. When returning home via LAX Airport it is considerably easier getting there in a timely fashion when traveling west and north rather than east or south. We barely made it to the airport on time. Thirty eight miles took us 3 hours. Thank heaven we were on Wilcox Standard Time (that's Lynne's maiden name and method of getting places on time) as opposed to Viverito standard time. Carting kids and managing sundry other domestic projects, Lynne is a master of getting things done and on time. I have learned much from this conversion to Wilcox Standard Time.

Nonetheless we arrived at Lion Heart Games and Comics well in advance and met Marcelo and Vince the owner. There was plenty of time to set up a demonstration game for a crowd of young blood gamers. We fought a Trojan battle and gave out prepublication rules free to the attendees. They appeared appreciative and likewise enjoyed the game which they felt could have gone on days longer.

We would like to thank Vince and Marcelo for helping set up this event. It was enjoyable and fulfilling to see youngsters getting involved.

To the right Lion Hearted kids game Homeric Hack. A portion of the city of Troy was set up for the youngsters to game with.



Fall Campaign

Fall Campaign proved to be well worth the trip. We got to see many North West Pacific HMGS friends. Steve, Mark and Joe to name just three. Even with the mentioned troubles of delivery Lynne and I managed to create a new base for Troy and the games went on. We put on two games Saturday and one on Sunday. I picked up a great travel case for figures from The War House. It is like a carry-on suit case with handles and wheels containing a foam boxes. Ideal for the dilemmas of travel which I mentioned before. The figures are all encased in foam blocks.

The first demonstration game was put on using the City as a back drop. Three battles were fought on three different corners of the table. Homeric Hack being simple, the players ran their own battles without too much help. The Trojans managed to hold their own except in one corner. Marcelo was a big help!

That evening saw another game put on using only two of the four corners. The Trojans were driven back into the city.

Sunday as the Achaeans hold their ships safe and sound as the Trojan Heroes were killed off. I decided The Hero idea was to be expanded at Fall In! This was a good idea and as you will read later worked smoothly at Fall In! Marcelo proved a big help in playing the game having some experience.



Marcelo helping out

The Legacy of Hannibal

"But once a man takes up the role of the historian... He will often have to speak well of his enemies and even award them the highest praise should their actions demand this..." wrote the Greek historian Polybius. It is ironic that the way a person lives his life transcends our ideas and ideals on success. Hannibal is just such a person. Hannibal for better or worse Hannibal helped make his world and consequently laid out the path which lead to our own world.

The Legacy of Hannibal Seminar, held in Washington, D.C. late in October is without a doubt one the highlights of our year. We got to meet new people, interact with a wonderful ensemble of speakers and helped entertain and enlighten an audience of over 80 people on the Punic War Period and Hannibal.

The program was hosted at the Tunisian Embassy in Washington, D.C. and was the lead story in the October Classical Hack News Letter. His Excellency Ambassador Hatem Atallah introduced Fred Hubig and Philip Viverito who began filling in the audience with details about the Punic world prior to the first Punic War. The audience was briefed on the important aspects of the pre war years in regard to Trade and Prosperity, the session topic. Important concepts dealt with Rome as something of an isolationist and land locked power while Carthage was an entrepreneur unrivaled by any other western trading center of the time. Sitting on the edge of the desert along the north coast of North Africa Carthage established trade east and west, south and north. Sicily, dividing the eastern and western Mediterranean sea basins would become the bone of contention between the cosmopolitan city of Carthage and the Republic of Rome.



Ms. Melody Curtis & Fred Hubig

Fire In the Mediterranean

The second session, Fire in the Mediterranean - The First Punic War, elaborated on the naval developments of Carthage and then Rome. The Romans owed much of their skill in naval warfare to the Carthaginians and the Greek Cities of Magna Grecia. A model of a warship was used to explain how Rome, so used to land warfare, was able to wage war on Carthage at sea. Rome used its ships as fighting platforms. Putting crows or corvii (shown to the right) on their ships the Romans were able to defeat Carthage at sea and to force Carthage to a harsh peace.



Taking the Fight to the Enemy

The afternoon saw a wonderful lunch hosted by the His Excellency and expertly directed by his attentive Embassy staff. The food was outstanding, simply top notch.

Returning to the program the audience was entertained by an impassioned and brilliant talk on Taking the Fight to the Enemy by John Prevas. Prevas is an excellent speaker who knows his topic and using an impressive slide show dramatized the difficulties

Hannibal and his army had to endure to transverse the Alps and then drop down into Italy. Prevas is a noted author in Classical Studies and his work Hannibal Crosses the Alps is a must read.



John Prevas

Rome Counter Attacks

Session four Rome Counterattacks was presented by Hubig and Viverito who explained in detail and with some spirit the particular tactical abilities of both the Punic and Roman Armies. The main thrust of the session utilized a miniature battlefield laid out by Viverito and then the working of the armies were illustrated from this. It was a unique display the type of which is seldom seen at lectures. Hannibal's out of the box thinking on the battlefield was clearly explained and illustrated using the miniatures.



Viverito speaking

The Lasting Legacy of Hannibal

The last session The Lasting Legacy of Hannibal was eloquently delivered by Ambassador Atallah. The Ambassador deftly summed up all that was said with some succinct comments tying the significance of the Legacy together. As a vehicle for this he elaborated the significance of the foundation story of Carthage (from both Punic and Roman sources) and then developed the importance of Hannibal not just as a great hero of Tunisia but as a person. Hannibal died far from home in a foreign land hunted down by Rome. As Hannibal lived his life so he would

end it; on his own terms, true to himself and by his own hand. Hannibal's legacy is his example; acting with honor in times of glory and resolve in times of reversal. Hannibal's life of accomplishment shines through the centuries; obscured in literature but what remains is radiant.



Ambassaor Atallah

Participant Questions

The day ended with a question and answer period open to the floor. There was a general interest in tactics and how Hannibal was able to defeat considerably larger armies than his own. Prevas developed points of the savagery of the mercenary forces of Hannibal as well as Hubig clearly detailing concepts on the mercenary as an important and often honorable element to all armies which fought in the Punic Wars. Viverito drew parallels to Hannibal and Jackson in the valley as well as refining the impact of Rome's necessity to use Carthage as a vehicle to draw a direct line and creating a divine link to the Trojan War and the Gods. Virgil, he explained, took the Carthaginian foundation epic and by changing the Carthaginian details generated a Roman version used to embellish her own foundation epic in the time of Augustus Caesar. Another important aspect of the legacy was that Carthage managed to rise once more to power a hundred years after the fall of Carthage, becoming the second city of the Empire.

It was surprising how the audience stuck right to the end of the program and their interest did not seem to diminish through out the day.



Attendees circle the battlefield & Hubig

The Program was concluded with Fred Hubig giving Ambassador Atallah a token gift of a finely painted figurine of a Carthaginian soldier. John Prevas summed up his thanks too. Viverito made final thanks and comments on the professional direction of the Embassy staff, The Ambassador's gracious hosting of the event and with the help of Ms. Melody Curtis, of the Smithsonian, how none of this could have happened.



Hubig presents Ambassaor Atallah with a figurine in appreciation of his Hosting the event

Fall In! & New Troy

I was limited to only staying for Friday and part of Saturday at Fall In! overall I was very impressed with Fall In!. The restored and modernized Eisenhower facility is one of the best convention locations one could hope for. There were numerous gaming rooms with plenty of space to set up in. Once you get your bearings the place is easy to navigate. The Convention and Hotel staff were extremely helpful. There was an abundance of *good* food at fine prices conveniently located in each wing of the convention site. The vendor area was off site at the sports plex with plenty of regular shuttle busing available.

Mark and Norbert put on games while I put on Siege of Troy using my new city. The Siege games were something of a dramatic difference than my usual tactical games. Using the Hero rules I developed in **Homeric Hack**, the general idea was to get the Achaeans down from the citadel to open the gates of the city to let in their army. It was fast and fun. The Achaean pilgrims of death used the result of a D-6 for movement inside the city. As they passed buildings they would have to see if the soldiers inside were activated. It was battle after battle. In both demonstrations the player s seemed to have a great time as did I. No Troy did not fall either time. New Troy can be seen below.



LMW Works

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New Q.E.D.s

John Hutt released a number of new Q.E.D.s at Fall In! As mentioned in our issue 1 News Letter a Q.E.D. is a booklet used to build miniature buildings. These provide diagrams, drawings and how to info on creating scratch built buildings of superior quality. With my help John Hutt came up with the following: Roman Mile Castle QED 61, Roman Walls #62, Roman Turret Tower #63, Barracks # 64, Stables # 65 and Roman Cook House #66. Call 716-754-2997.

Up Coming Events

Siege of Augusta 2005, Augusta Georgia. January 14-16, 2004. POC Jim Birdeyes (706-855-5255) or e-mail him at: jbirdseye000@comcast.net

ConQuest <http://www.avalongame.com>, LA, February 18-21, 2005

More Information on Troy and Siege of Augusta can be found at the Classical Hack Web Site: <http://www.classicalhack.com>

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