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you can't wait to get home to start playing.*

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The Courier

NORTH AMERICA'S FOREMOST MINIATURE GAMING MAGAZINE

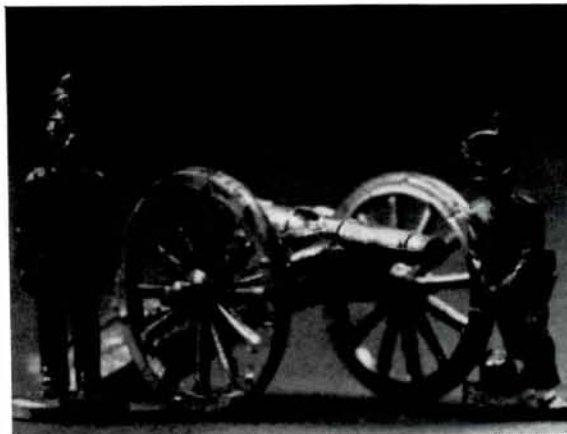
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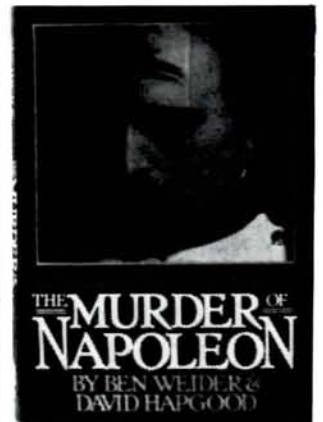
Sample file



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The Courier

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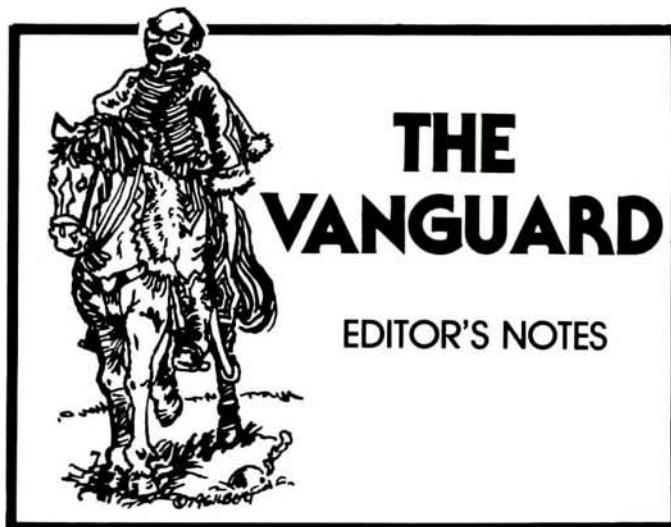
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THE COURIER starts a new volume each anniversary year, here we are with Volume IV and a new theme - The Medieval Period (Or Middle Ages) with Dr. George Schneider as Theme Editor. George's bio will be found on page 18.

The intent of a theme is to cover, in some depth, lesser gamed areas with the purpose of developing the reader's interest in a period other than that which he is presently gaming. For this reason the Napoleonic War, The Ancient Period, the American Civil War, WWII and Modern won't be covered as themes - they should be covered to some extent in every issue. "Ah!" you say, "what about WWII and Modern?" well, that seems to be the exception. Though it is probably the second most gamed period among Historical Miniature gamers, our readers constantly show a 45% to 55% N.I.Q. (Non Interest Quotient) in Volley Fire response to such articles. This is why so few show up over the course of a volume year.

As you will note from the cover, THE COURIER has won the HG WELLS award for the third year in a row (all 3 years of our existence). Many thanks to those who voted for our nomination and selection and especially to all the authors and editors who made it possible.

Subscribers will note a protective cover on the magazine. Hopefully this will ensure that your issue will arrive in better shape. The placement of the Supply Depot and the reply cards on the cover enable us to provide 2 more pages of text. PLEASE use the Volley Fire Card to rate the articles. It is our "report card" - the only way we know how well we are meeting your needs.

The Supply Depot has many new products at discount - take advantage of these savings while they last. Non-subscribers should note that one can easily save the cost of subscription and more on Supply Depot discounts.

YOU DO MAKE A DIFFERENCE

The President of Mini Figs, USA, Steve Carpenter tells me that as a direct result of the correspondence in these pages and letters he has received from Historical Miniature gamers, Minifigs is re-releasing several of their 25mm lines. Seven Years War, Malborough, AMR are available now with Renaissance, ECW, 30 Years War, and ACW soon to follow. A new line of 25mm ancients is also in the works!

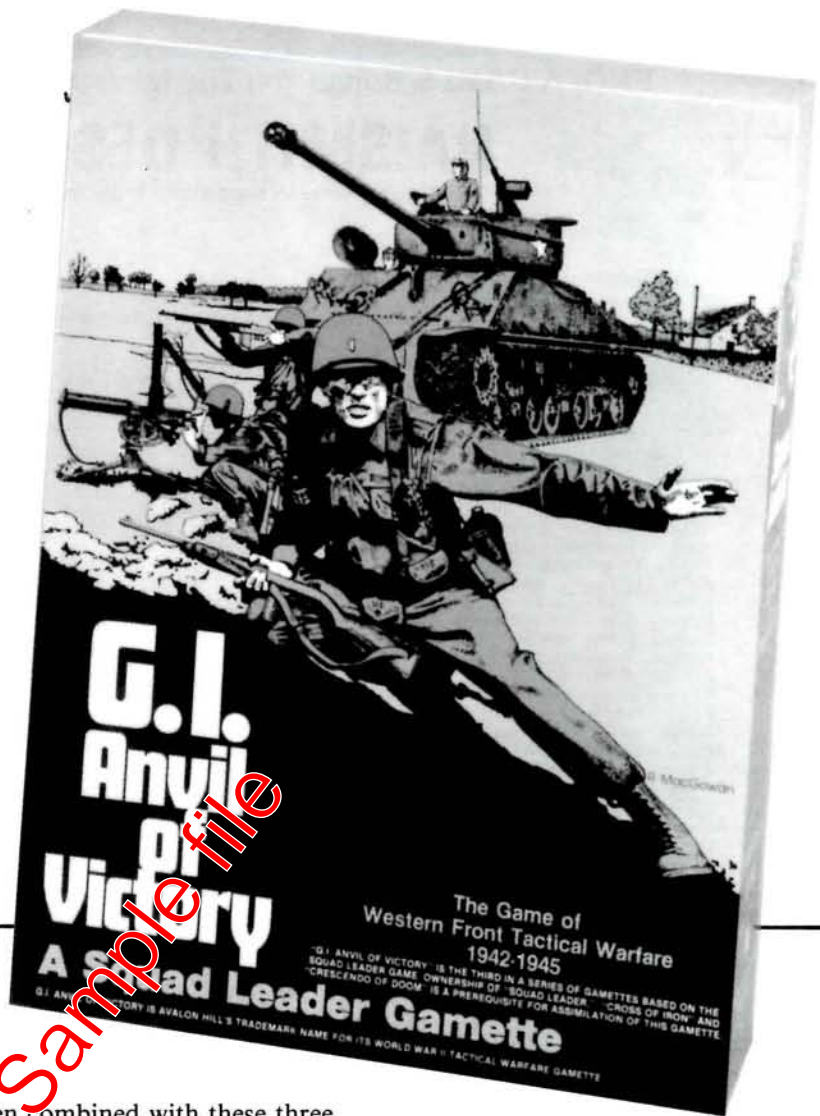
THEME EDITORIAL ON THE MIDDLE AGES

The Middle Ages was traditionally regarded as the "Dark Age" when Europe slumbered between the fall of Rome and the flowering of the Renaissance. It was a barbaric age that lasted for a thousand years when nothing important really changed. Today, this viewpoint stands discredited. The Middle Ages denotes a complete cycle of civilization from its primeval beginnings in the forests of Germany, through its Gothic peak, to its civilized maturity that gave way to the modern age.

CONTINUED ON PAGE 54

This advertisement has no headline!

Mere words fail to convey the excitement that is truly G.I. Anvil of Victory.

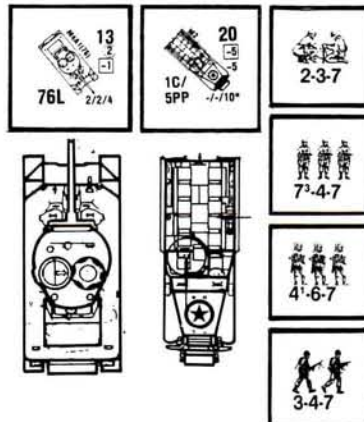


G.I. allows one to command the full gamut of American fighting men of WWII as they drive the Germans from Africa, Sicily, Italy, Normandy, back across the Rhine and into Germany itself. **G.I.** adds the complete American arsenal of fighting men and machines to the **Squad Leader** repertoire, while expanding and enriching the most acclaimed historical gaming system yet devised.

G.I. is the biggest of the expansion gamettes to date. And it does not end with play of the 14 scenarios provided; the opportunities to design one's own scenario based on any historical or hypothetical situation are myriad.

Ownership of **Squad Leader**, **Cross of Iron**, and **Crescendo of Doom** is necessary to play **G.I.**

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Among the game's many components are: 1,040 two-sided counters representing infantry combatants of the 1942-45 European Theatre; 528 two-sided counters of the complete vehicular and ordnance O/B for the U.S.; five 8 x 22 geomorphic mapboards; illustrated Scenario cards for situations 33-46; comprehensive illustrated 36-page programmed Instruction Manual; plus Terrain and Quick Reference playing aids.

Truly a game system that defies description by even the cleverest of ad copywriters! **G.I.** has to be played to be appreciated.

\$30 Sugg. Retail



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AZTECS 15MM SCALE

- A1 Novice Warrior with spear
- A2 Eagle Knight Advancing
- A3 Jaguar Knight striking
- A4 Officer - Puma Helmet
- A5 Warrior - coyote Helmet
- A6 Arrow Knight - two handed sword
- A7 Otomi with sword & bow
- A8 Warrior throwing dart
- A9 Quachic veteran in battlesuit
- A10 Officer - cylindrical helmet
- A11 Warrior Priest with sword
- A12 Warrior throwing spear
- A13 Warrior with two handed sword
- A14 Warrior quilted tunic & dart
- A15 Warrior quilted tunic & sword

NAISMITH DESIGN

15mm Metal Wargaming Figures

15mm MAYAN RANGE

- A 30 Mayan Chieftan with Back Banner
- A 31 Mayan Standard Bearer
- A 32 Mayan with War Horn
- A 33 Mayan Warrior with Shield & Axe
- A 34 Mayan Warrior with Spear & Shield
- A 35 Mayan Warrior with Shield throwing spear
- A 36 Mayan Warrior with Shield, Spear & Bow

15mm CONQUISTADOR RANGE

- CQ1 Conquistador officer
- CQ2 Gentleman Adventurer with sword
- CQ3 Conquistador with sword charging
- CQ4 Conquistador with sword at ready
- CQ5 Conquistador Arquebusier firing
- CQ6 Arquebusier advancing
- CQ7 Conquistador Crossbowman firing
- CQ8 Crossbowman standing
- CQ9 Conquistador pikeman in reserve.



SAMURAI

15MM SCALE



- S1 Mounted Samurai in full armour firing musket to side.
- S2 Mounted Samurai in full armour with sword & longbow on back.
- S3 Armoured Monk standing firing musket.
- S4 Armoured Samurai, standing firing longbow.
- S5 Armoured Samurai advancing with sword, & longbow on back.
- S6 Samurai, Young warrior in civilian dress firing musket.
- S7 Samurai, Veteran warrior in civilian dress firing longbow.
- S8 Ashigaru (Armoured Retainer) with musket, standing.
- S9 Ashigaru striking with sword, longbow on back.
- S10 Ashigaru advancing with Naginata polearm.
- S11 Unarmoured Monk, advancing with musket.
- S12 Peasant advancing with sword.
- S13 Peasant advancing with spear.
- S14 Wagon, with peasant driver, mule and baggage.
- S15 Command set includes one mounted General
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Each packet contains
6 infantry, or
3 cavalry, or
Command Set, or
Wagon Set.

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- EC2 Pikeman, pike upright, buff coat
- EC3 Armoured pikeman, pike at slope
- EC4 Lowland Scottish Command Pack (5 figs)
- EC5 Highland Scottish Command Pack (5 figs)
- EC6 Mounted Scottish Officer
- EC7 Highland Archer
- EC8 Highland Musketeer firing
- EC9 Highlander, sword & buckler
- EC10 Highlander, two handed sword
- EC11 Mounted Highlander, sword & pistol
- EC12 Mounted Scottish Dragoon
- EC13 Scottish lancer
- EC14 Montrose, Leslie & Dundee mounted

NAISMITH DESIGN 25mm FIGURES

AZTECS

- AZ1 Aztec Novice Warrior spear and shield at ease.
- AZ2 Aztec Warrior quilted tunic firing bow.
- AZ3 Aztec Warrior quilted tunic throwing/thrusting over arm (rwm)
- AZ4 Aztec Warrior quilted tunic charging (rwm)
- AZ5 Aztec Warrior quilted tunic with two handed cutting weapon. (rwm)
- AZ6 Aztec Warrior quilted battlesuit tall helmet charging (rwm)
- AZ7 Aztec Warrior quilted battlesuit cylindrical helmet throwing
- AZ8 Aztec Warrior quilted battlesuit coyote helmet receiving two handed cutting weapon.
- AZ9 Aztec Warrior quilted battlesuit veteran (Quachic) advancing.
- AZ10 Aztec Warrior priest quilted battlesuit (slashed ears) standing.
- AZ11 Aztec Warrior quilted battlesuit, helmet, raised arms.
- AZ12 Aztec Jaguar Knight quilted battlesuit at ease (rwm)
- AZ13 Aztec Jaguar Knight quilted battlesuit advancing (rwm)
- AZ14 Aztec Eagle Knight advancing.
- AZ15 Pack of 5 assorted backbanners & supprts
- AZ16 Aztec quilted tunic with sling
- AZ17 Conquistador, Heavy Cavalry lancer.
- AZ18 Conquistador Arquebusier firing.
- AZ19 Conquistador at ease.
- AZ20 Conquistador Crossbowman firing.
- AZ21 Conquistador crossbowman loading.
- AZ22 Conquistador, sword & buckler thrusting.
- AZ23 Conquistador, sword & buckler charging.
- AZ24 Conquistador officer.
- AZ25 Conquistador Gentleman adventurer with sword & buckler.
- AZ26 Conquistador infantryman with pike thrusting.
- AZ27 Conquistador infantryman with pike in reserve.

PRICE CODE

Foot Figures — \$2.00 (3 per pack)
Standard Bearers — \$2.00 (2 per pack)
Cavalry Figures — \$2.00 (1 per pack)
Others as priced

25mm LATE ROMAN

- | | | |
|---------|------|----------------------------------|
| Code LR | 8 | Aux marching spear & shield |
| 1 | 8a | Aux as 8 above with staff sling |
| 2 | 9 | Unarmoured archer firing |
| 3 | 10 | Auxiliary Draconius |
| 4 | 11 | Light cavalry horse archer |
| 5 | 12 | Light cav bare head small shield |
| | 12a | Light cav bare head large shield |
| | 13 | Light cav helmet & small shield |
| | 13a | Light cav helmet & large shield |
| 5a | 14 | Heavy cavalry |
| 6 | 15 | Clibanarius |
| 7 | 16 | Cataphract |
| 7a | SAR1 | Sarmatian heavy cavalry |

25mm ANCIENT ROMANS

- R1 Legionary advancing
- R2 Legionary advancing
- R3 Aux armoured infantry
- R4 Aux armoured archer
- R5 Aux armoured archer
- R6 Aux unarmoured infantry
- R6 Aquifer & Standard Bearers
- R6a Signifers
- R7 Centurions
- R8 Auxiliary Centurions
- R9 Roman Heavy Cavalry
- R10 Numidian Light Cavalry
- R11 Dacian Wars legionary
- R12 Auxiliary Standard Bearers
- R13 Aux Armoured Archer
- R14 Praetorian
- R15 Roman Aux Heavy Cavalry

25mm LATE HELLENISTIC PERIOD

- | | | | |
|------|---|-----|--|
| G 1 | Greek light slinger loading with shield | G28 | Late Thracian Rompha |
| G 2 | Greek light archer firing | G29 | Officer of Pellasis Hypaspist etc (Spear) |
| G 3 | Greek javelinman throwing | G30 | Officer with Sword |
| G 4 | Greek peltast charging | G31 | Hillsman Javelin (Lycian) |
| G 5 | Thracian peltast advancing (supplied with mix of Rompha Javelin LT) | G32 | Cappadocian Javelin |
| G 6 | Hoplite, Illyrian helmet advancing | G33 | Persian Elephant Escort Archer |
| G 7 | Hoplite, Illyrian helmet in reserve | G34 | Persian Elephant Escort Slinger |
| G 8 | Hoplite, Thracian helmet thrusting | G35 | Cissian Clymaean Levy Archer |
| G 9 | Hoplite, Chalcidean helmet thrusting | G36 | Macedonian Successor Companion Cavalry Lance |
| G10 | Hoplite, Chalcidean helmet in reserve | G37 | Macedonian Prodomos Sarissophoros, Lance |
| G11 | Hoplite, Corinthian helmet advancing | G38 | Hellenistic Heavy Cavalry, Javelin or Lance |
| G12a | Hoplite, Corinthian helmet thrusting | G39 | Late Macedonian Heavy Cavalry, Javelin or Lance |
| G12b | Hoplite, Corinthian helmet with high crest thrusting | G40 | Hellenistic Heavy Cavalry Xystophorus (Lancer) |
| G13 | Mounted Hoplite at ease | G41 | Late Persian Agema Extra Heavy Lance or Javelin |
| G14 | Syrian Horse Archer, firing (two part casting) | G42 | Seleucid Companion-Pergamene Extra Heavy Lance |
| G15 | Staff slinger in action | G43 | Seleucid Agema Line Cataphract, Lance |
| G16 | Macedonian Phalangite front ranks | G44 | Hellenistic Style Seleucid Militia Cavalry (Light) |
| G17 | Macedonian Phalangite rear ranks | G45 | Seleucid Militia Cavalry Abiatic Style (Light) |
| G18 | Late Macedonian Ptolemaic Phalangite front ranks | G46 | Tarantine Light Cavalry |
| G19 | Late Macedonian Ptolemaic Phalangite rear ranks | G47 | Arachpsian Light Cavalry, Javelin |
| G20 | Seleucid Phalangite front ranks | G48 | Parthyaean Light Cavalry, Bow |
| G21 | Seleucid Phalangite rear ranks | G49 | Bactrian Light Cavalry, Bow and Javelin |
| G22 | Persian Pontic/Pantodapoi | G50 | Alexander Mounted |
| G23 | Abgyraspides Phalangite front ranks | G51 | Successor General |
| | Persian Pontic/Pantodapoi | | |
| | Argyraspides Phalangite rear ranks | | |
| G24 | Pontic Agraspides Armenian Galatian Imitation Legionary | | |
| G25 | Alexandrian Ptolemaic (Agema) Late Macedonian Hypaspist | | |
| G26 | Mercenary Thureophorus (Peltast) | | |
| G27 | Mercenary Theorakites (Armoured Peltast) | | |

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THE ICE SLAUGHTER: ALEXANDER NEVSKY vs. THE TEUTONIC KNIGHTS

BY GEORGE SCHNEIDER

THE HARE AND THE VIXEN: A RUSSIAN FAIRY TALE

"So the hare hopped into a ravine and so did the vixen, the hare ran to a copse, and the vixen followed him. Then the hare made for a slit between two birch-trees. The vixen ran after him and got stuck.

She got stuck good and well and no matter how she tried to free herself, she couldn't.

The hare came up from behind and grimly said, 'Better say bye-bye to your maidenhood.'

'Don't neighbour, please don't. I'll die of shame. Have pity!'

'I've no time for pity', the hare replied.

And he promptly did what he had threatened."

HISTORICAL BACKDROP

The famous battle between Alexander Nevsky and the Teutonic Knights happened on Lake Peipus in 1242, in the backwash of the Mongol invasion of eastern Europe. After the Mongols vanquished the Volga Bulgars, they turned their attention to the principalities of Rus. The first city to feel their wrath was Vladimir. The Mongol general Subudei's grand strategic plan called for a major offensive through southern Rus, including Vladimir and Kiev, before the Mongols toppled Galicia, Poland, Hungary and then the rich interior of Europe. Subudei established a demanding timetable that capitalized upon the Mongol's superior mobility to achieve his goals. Minor operations to the north were allowed as long as they did not interfere with his schedule.

In February 1238, the Mongols razed Vladimir and killed the entire ruling family except Grand Duke Yuri. Subudei pursued Yuri to the north while Batu, the other Mongol commander, led a detachment against Novgorod in the northwest. An early spring thaw turned the surrounding countryside into a vast marsh, curtailing Mongol progress. In addition, Batu besieged the city of Torzhok for two weeks, and this pause eliminated any chance of surprise against Novgorod. Batu halted 60 miles short of Novgorod. He reversed direction and rejoined Subudei. When the

Mongols rendezvoused, Subudei chose to regroup in the Don River basin before launching the next major offensive. These events enabled Novgorod to be spared. The Mongols calculated that Novgorod was militarily weak and not worth the military effort needed to subdue her. She would be a cooperative pawn in the Mongol rear while major conquests took place in central Europe. Subsequent events confirmed the accuracy of this prediction.

Other powers sought to exploit the power vacuum created by the Mongol's path of destruction. Sweden under Earl Birger attempted to gain territory at Novgorod's expense, but Prince Alexander defeated the Swedes at the Neva River in 1240. This exploit earned Alexander his sobriquet "Nevsky". Novgorod's most ominous threat, however, came from the west.

