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1999 & 2000 Charles S. Roberts  
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Amateur Wargame Magazine

# The BOARDGAMER



**Dedicated To The Competitive Play of  
Avalon Hill / Victory Games  
and the Board & Card Games of the  
World Boardgame Championships**

*Featuring: Panzerblitz, Panzer Leader, March Madness, War of 1812,  
1776, We The People/Hannibal/Successors,  
World Boardgaming Championships and AREA Ratings*

## Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@juno.com

### Settlers Of Catan

136 Active Players June 15, 2001

1. Timothy J Greene	5439
2. Michelle Goldstein	5400
3. Ike Porter	5388
4. William S Wible	5331
5. Mark K Brewer	5325
6. William B Edwards III	5307
7. Philip E L Petroski	5275
8. Joseph Wheeler	5194
9. Thea Jones	5182
10. David Large	5171
11. Jon R Zug	5164
12. John M Jacoby	5158
13. Sean McCulloch	5143
14. David Platnick	5129
15. Randy Dean	5128
16. Gerald Lientz	5127
17. Heide M A Petroski	5122
18. William Crenshaw	5101
19. Dominic Cranchettes	5100
19. Jack Jaeger	5100
21. Ken Guteruth	5099
21. Kurt Miller	5099
21. Justin K Thompson	5099
24. William Altizer	5098
24. Zachary Bedter	5098
24. Paul Wischow	5098
27. Sandy Hess	5091
28. Albert White	5085
29. Shane (Randal) Kyle	5084
30. Scott Frazer	5076
31. Brian Kallenbach	5074
32. Phillip Rennert	5070
33. Mike Alexis	5067
34. Jeffrey Cornett	5066
34. Chuck R Foster	5066
36. Lidia Treadway	5065
37. William Navolis	5064
38. Charles Minter	5061
39. Rich Shipley	5058
40. Michael Blevins	5050
41. Greg Gordon	5046
42. Richard Gillespie	5044
43. Kimberly Foster	5035
44. Keith Levy	5034
45. Craig O'Brien	5031
45. Maury Vines	5031
47. Aaron G E Petroski	5028
48. Greg Berry	5027
49. Glenn E L Petroski	5009
50. John Steffey	5007
51. H Scott Buckwalter	5001

### War At Sea

118 Active Players June 17, 2001

1. Vince Meconi	6102
2. Ray Freeman	6061
3. Patrick S Richardson	5864
4. Stephen Packwood	5808
5. Bruce A Monnin	5735
6. Jonathan S Lockwood	5720
7. Andy Gardner	5718
8. Andrew R Maly	5668
9. Ron Artigues	5592
10. Bruce D Reiff	5449
11. Ed (James Edgar) Menzel	5440
12. John Strand	5435
13. Ian Zernehel	5390
14. Robert Mull	5386
15. Glenn E L Petroski	5383
16. Bryan D Eshleman	5374
17. Dennis D Nicholson	5362
18. John R Pack	5360
19. Rob Flowers	5355
20. Michael H Knautz	5346
21. Michael A Kaye	5301
21. Kevin Shewfelt	5301
23. Robert F Drozd	5299
24. Jim Laws	5296
25. James Pei	5290
26. Eric Pass	5289
27. David Streamo	5283
28. Nicholas J Markevich	5277
29. J R Bobby Clinton	5264
30. Ron Dietz	5242
31. Alan Applebaum	5233
32. Larry York	5196
33. David Hooton	5158
34. Sean McKenzie	5157
35. Thomas Walsh	5126
36. Joseph Collinson III	5122
37. Paul R Bolduc	5121
38. Robert L Hamel	5114
39. Michael J Sanches	5113
40. Sharee Pack	5105
40. James M Reasoner	5105
42. Steven Bucey	5100
43. Jeff Mullet	5091
44. Pat Charlton	5086
45. Timothy Hitchings	5071
46. Carl Olson	5064
47. John S Selders	5063
48. Patrick Mirk	5062
49. Allen Kaplan	5053
50. Michael C Stanley	5033
51. Anders Egneus	5030
52. Glenn McMaster	5028
53. Steve Sova	5026
54. Hank Burkhalter	5020
55. Talmadge Seaman	5018
56. Philip VanWiltburg	5015
57. David J Rynkowski	5014
58. Todd Surgoine	5012
59. Rusty Pywtorak	5009
59. Bradley E Solberg	5009

### Circus Maximus

185 Active Players May 4, 2001

1. Michael C Stanley	5372
2. Heide M A Petroski	5336
3. Steven Katz	5322
4. John M Jacoby	5307
5. John Steffey	5304
6. Charles Goodwin	5279
7. David Sherwood	5266
8. Amanda S J Petroski	5265
9. Kaarin Engelmann	5259
10. Greg Berry	5242
11. Daniel Sherwood	5239
12. Carl Walling	5228
13. Josh Githers	5222
14. Anthony Musella	5211
14. Barry L Smith	5211
16. Philip E L Petroski	5179
17. Thomas Stokes	5153
18. William B Edwards III	5147
19. Kathleen O Lockwood	5129
19. Brett Mingo	5129
21. William Burch	5110
21. Scott Sirianna	5110
21. Mark Smith	5110
24. Mark Love	5108
25. Brian Marcus	5105
25. Jay Schlaffer	5105
27. Lenny Speciale	5104
28. Thomas Pasko	5101
29. Alex Henning	5100
29. Bruce A Monnin	5100
31. James Chavis	5098
32. James Tyne	5097
33. Michael E Day	5096
34. Patrick Crowe	5094
35. Harrison Anderson	5088
36. H Scott Buckwalter	5086
36. Jason Weiss	5086
38. Kevin Brownell	5085
39. Jim Phillips	5080
40. Tammy Brazzel	5079
41. Robert C Lightburn	5077
41. Jeffrey Power	5077
43. Rebecca Hebner	5075
44. Michael Arnold	5073
45. Kenny Abrams	5071
46. James Kendrick	5067
46. Stephen C Munchak	5067
48. Marion (Mike) Hazel	5064
49. David Fritsch	5061
50. Flint Webb	5060
51. James Stevens	5057
52. Frank Sinigaglio	5056
53. Chris Skourt	5054
54. Karl Henning	5050
55. Trevor Bender	5046
55. Jay Fox	5046
55. Scott Marcotte	5046
58. Roger E Taylor	5044
58. Alfred N Wong	5044
60. James M Fardette	5042
61. Stuart K Tucker	5037

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Look for the new edition of Panzerblitz, coming in the future from the folks at Multi-Man Publishing.

## From The Editor

### Price Increase!

Yes, the BOARDGAMER is undergoing a price increase, due to a combination of increased postage costs and increased printing costs. Effective January 1, 2002, the cost of a 4 issue subscription will rise \$1.00 to \$15.00 per year. The cost of back issues will rise \$0.25 to \$4.25 for the first back issue and \$3.25 for each additional issue in the same order.

Any orders, subscription renewals, etc. received before January 1st, 2001 will still use the current price structure. So, if you want a deal, get those orders and renewals in before the new year.

My apologies for this price increase. I do try to keep from running this at a loss, if only to justify the time I put into it to my wife (actually she's too smart for that, I think she just likes the fact that it keeps me out of trouble). As always, if I start making a profit on the venture, I'll just add more pages or some color to drive up my costs.

### Usual Request For Articles

I just wanted to let you know I am not in as desperate of a need of articles as I was three months ago. Several subscribers came through with excellent articles, and more are on the way. However, more can always be used.

In fact, I have fallen far behind in getting the rough drafts of these articles laid out and returned to the authors for their review. It is my annual time of

year to start tracking high school football computer points here in Ohio, so I am doubly busy (I never seem to stop keeping myself busier than I should).

Look for me to do my usual heavy flurry of work on the magazine between November and February. Nothing like mixing wargaming and college basketball.

### World Boardgaming Championships

Another fantastic World Boardgaming Championships. Due to the earlier date this year a drop off of attendance was expected, but the place was busy once again (I believe I heard it was the second largest crowd ever for the event). I have included the summary of my personal week at the WBC near the back of this issue, including my dramatic run to the Wrasslin Battle Royal championship.

Next year the WBC will return to its familiar end of July through beginning of August time slot. Come on out and enjoy the great times and great competition. Better yet, sign up now and help vote on which new events are added and play in a few of the BPA play by email tournaments to help keep your skills sharp and your involvement in the hobby active until the next WBC.

### Buckeye Game Fest

Need a mid fall convention just to play a few games. Come to the Buckeye GameFest in Columbus Ohio, Friday

night October 26th and Saturday October 27th. I will be there to sharpen my War At Sea skills and play in a few shorter games as well. Last year we had a nice, fun crew in attendance, so expect more of the same this year. Site details can be found at:

Buckeye Game Fest II  
Ramada Inn East – Airport  
4801 East Broad Street  
Columbus, OH 43213  
(614) 861-0321

Convention details at:  
<http://home.earthlink.net/~cratex>

## The BOARDGAMER

The BOARDGAMER is published quarterly by Bruce Monnin. The BOARDGAMER is intended to be a compilation of quality articles on the strategy, tactics, and variants for a variety of board, sports and card games. The BOARDGAMER covers all games produced by the Avalon Hill Game Company/Victory Games as well as all games contested at the World Boardgaming Championships.

Articles from contributors are considered for publication at the discretion of the editor. Rejected articles will be returned whenever possible. Potential authors should be advised that all outside submissions may not have previously been submitted to other publications unless permission has been granted and The BOARDGAMER has been notified.

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**July 26th – August 4th, 2002**

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## From The Editor

This event will feature 6 tournaments with plaques, including a Friday night single elimination Battleline tourney, a Saturday morning 4 round Swiss War At Sea tourney, a Saturday afternoon single elimination Battle Cry tourney and a Saturday evening single elimination Atlantic Storm tournament.

Cost is \$70 a night for the rooms, \$12 for the weekend if preregistered, and %5 of Friday night and \$10 on Saturday at the door. To preregister, contact:

The Columbus Area Boardgaming Society  
1577 Autumn Drive  
Lancaster, OH 43130

### The Wrap-Up

It looks like we have some good, high quality articles for at least the next couple of issues of the BOARDGAMER, including some series replays. I hope you enjoy this issue, as well as the ones to follow.



## Subscriptions To The BOARDGAMER

The BOARDGAMER is to be published quarterly with mailings near the beginnings of January, April, July and October. Individual issues are \$4.25 each and a one year (4 issue) subscription is \$15.00 (\$14.00 for members of AHIKS). Though issues are currently sent by First Class mail, eventually all domestic subscriptions will be sent via bulk permit.

Canadian deliveries require an extra \$0.50/issue. European and Asian deliveries are an extra \$2.50/issue. For other overseas and foreign deliveries, contact the BOARDGAMER about additional postage charges.

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# PanzerBlitz

## Situation #99 – Rasienai

by Ray Freeman

### Introduction

For several years I have been working on and off on a PanzerBlitz situation which would depict an early battle in Operation Barbarossa. Ideally I wanted a series of small firefights to erupt across the board under circumstances where long range support fire, common in PanzerBlitz, would be very limited due to the relatively inferior weapons employed by both sides in 1941. The scenario would also have to be a mobile assault on an unprepared position in order to justify a dearth of heavy artillery support for both sides.

Situation 99 is loosely based on a meeting engagement that occurred near the town of Rasienai between June 23 and June 26 of 1941. In this series of battles, the 41st Panzer Korps (1st and 6th Panzer Divisions) found themselves in serious difficulties after smashing through the Russian border defenses and infantry reserve (the 48th Infantry Division) due to counterattacks by the Soviet 3rd and 12th Mechanized Corps.

Here for the first time German tankers came up against the KV series of tanks with nearly disastrous results. Only by the use of 88mm flak guns and artillery pieces firing special anti-concrete shells were the Germans able to stop the KVs. Situation 99 encompasses the early stages of the battle starting with the rout of the Russian 48th Division which was caught on the march and ending shortly after the Soviet armored counterattacks began to get really nasty.

### Comments

This situation requires the use of counters from four sources: PanzerBlitz, Panzer Leader, PanzerBlitz 1941 (the GENERAL vol. 13 no. 3) by Ramiro Cruz, and Panzer Leader 1940 (the GENERAL vol. 15 no. 2) also by Ramiro Cruz. Counters for the latter article are available from Avalon Hill. Naturally you could photocopy the situation cards for this scenario and make your own set which is a bit easier and neater than starting from scratch.

Except where modified by the Special Rules for Situation 99, straight (no optional or experimental) PanzerBlitz

rules are used. The boards are from PanzerBlitz.

### Notes on German Play

You will notice from looking at the situation card that the Germans have a varied collection of junk (by 1943 standards) equipment to work with. No Panthers, no SPAs, no STG IIIs, and only two halftracks. This means that firefights will have to occur at close range and that every unit (even the ones you would normally ignore in PB) is critical. Board 3 is wide open on the west side, so bypassing tactics will be tough against a competent defender since practically everyone is riding on tanks or in trucks.

Time is definitely against the Wehrmacht troops as the Russians will better than double their forces by turn 10. Thus the attack must be pressed home quickly and efficiently or the Germans will never even have a chance to attack Bednost. At the same time, the Germans can ill afford to lose more than a half dozen units, so be quick but not reckless. The German player is advised that the proper arrangement of

his forces off the board can be quite important since Ivans 45mm AT gun will usually be hiding in some inconvenient woods/road hex on Board 1 and it is essential to both deal with it and launch an assault on Opustoschenia as quickly as possible.

Once you are on the board a multitude of alternatives are available. Forces can be split to the North or South in order to take Bednost from behind and/or deal with those pesky mortars on hill 129, or you can go straight up the middle to hill 132. Even the latter course offers 3 routes to the hilltop, and you will have to decide whether or not to clean up the Russian troops often found in the woods guarding the approaches to hill 132. If the woods are guarded, you will likely have to smash the defenders in at least one of the clusters of woods if for no other reason than you will need it as a staging area for the assault on the hill proper.

Remember, you only score points by killing Russians, and to win you will probably need about 20 points. At the same time, you have to prevent your opponent from scoring and the best way

### Special Rules for Situation 99

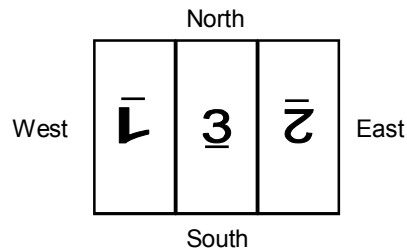
1. German units and Russian reinforcements enter the board "in column". Units may stack two high off the board. Road stacking/movement rules are suspended for units moving while off-board. Upon entering a board, normal PanzerBlitz rules for road movement apply. Example: The first two German units pay 1/2 MP to enter hex 1Q10. The second two units pay 1 MP to enter hex 1Q10. The third pair of units pay 1 1/2 MP to enter 1Q10, etc.
2. The Russian player is not allowed to examine the German players units prior to setting up his own units.
3. The German 150mm howitzer, 75mm AT gun (this represents an 88mm/L52), and 50mm AT gun must be loaded on trucks at the start of the game.
4. German units may never enter rows A or GG on Board 2.
5. The road at 2G10 connects to Zabvenia.
6. The ford at 3Z9 is treated as a gully hex.
7. If the Russian 45mm AT gun which sets up on Board 1 is on any road hex between 108 and 1Q1, or any hilltop hex on hill 135, the Russian player receives one point for each turn that it continues to occupy its original hex (even if dispersed) beginning with the Russian 4th turn.
8. Russian infantry (not Recon) have a range of 4.

## PanzerBlitz Situation #99 (Cont.)

### PanzerBlitz Situation #99 – Rasienai

RASIENAI 6/23/41: The first crisis for Army Group North occurred just 25 miles north of the Neman River in Lithuania when the 6th Panzer Division was struck by the Russian 2nd Tank Division near the town of Rasienai. Fortunately for the Germans, the Soviet Baltic District commander, Kuznetsov, had ordered his tanks to move in “small columns to avoid the attentions of enemy aircraft”. Thus 6th Panzer faced several small uncoordinated counterattacks rather than a single overwhelming blow.

Map Configuration =



Game Scenario Length is 12 turns. Russian moves first.

#### Preparation For Play:

- German arranges his units in order of entry.
- Russian sets up his “at start” units.
- German moves first.

#### Russian Order of Battle

Group A (sets up anywhere on Board 1 except hexes Q10, Q9 and P9):

- (1) 45mm ATG (7-A-3-3-0)

Group B (sets up on any hilltop hex(es) of Hill 129):

- (1) 82mm Mortar (3-M-12-3-1)

Group C (sets up in the town of Grabyosh):

- (1) Wagon (0-C-0-1-3)      (1) Rifle (2-I-2-6-1)

Group D (sets up in the town of Zabvenia):

- (1) Wagon (0-C-0-1-3)      (1) Rifle (2-I-2-6-1)

Group E (sets up in the town of Opustoschenia):

- (2) Wagons (0-C-0-1-3)      (2) 45mm ATG (7-A-3-3-0)      (1) 12.7mm MG (6-I-6-2-0)      (1) Rifle (2-I-2-6-1)

Group F (sets up in hex 2Q1):

- (1) Wagon (0-C-0-1-3)      (1) 76.2mm ATG (12-A-5-2-0)

Group G (sets up in Golod):

- (1) Truck (0-C-0-1-12)      (3) 76.2mm IG (3-H-10-2-0)      (1) Rifle (2-I-2-6-1)

Group H (sets up in or within one hex of the town of Bednost):

- (4) Wagons (0-C-0-1-3)      (1) 45mm ATG (7-A-3-3-0)      (3) Rifle (2-I-2-6-1)

Group I (enters at Hex 2GG3 or 2GG8 on Turn 4. All units in group must enter board at the same hex):

- (4) BT-5 LT (5-A-3-5-13)

Group J (enters at hex 2GG3 or 2GG8 on Turn 5. All units in group must enter board at the same hex):

- (2) T-26b LT (5-A-3-5-6)      (2) Rifle (2-I-2-6-1)

Group K (enters at hex 2A3 or 2A8 on Turn 9. All units in group must enter board at the same hex):

- (2) BT-5 LT (5-A-3-5-13)      (2) Recon (3-I-1-4-1)

Group L (enters at hex 2A3 or 2A8 on Turn 10. All units in group must enter board at the same hex):

- (2) KV1 (12-A-6-13-10)      (2) T-28e MT (6-H-6-7-10)      (4) Rifle (2-I-2-6-1)

#### German Order of Battle

A Kampfgruppe from the 6th Panzer Division enters at hex 1Q10 on Turn 1. See Special Rules for entering board.

- |                          |                                |                            |                          |
|--------------------------|--------------------------------|----------------------------|--------------------------|
| (1) Pz IIId (2-A-2-5-10) | (2) Pz 38T (5-A-2-5-9)         | (1) Pz IIId (6-A-2-6-8)    | (3) Pz IIlg (8-A-3-6-8)  |
| (2) Pz IVe (5-H-8-7-8)   | (2) Halftracks (2-C(I)-4-4-10) | (5) Trucks (0-C-0-1-12)    | (1) 20mm AA (4-H-10-1-0) |
| (2) SMG (6-I-3-6-1)      | (2) 81mm Mortar (3-M-12-3-1)   | (1) 37mm ATG (5-A-2-3-0)   | (1) 50mm ATG (8-A-5-3-0) |
| (7) Rifle (3-I-6-8-1)    | (1) 75mm ATG (13-A-6-2-0)      | (1) 150mm IG (20-H-12-2-0) |                          |

#### Special Rules:

See Special Rules section in this article.

#### Victory Conditions:

Award each side 1 point for each enemy unit destroyed, except that wagons are worth 1/2 point. Russian player scores 5 points for each hex of Opustoschenia or Bednost occupied by a Russian unit at the end of turn 12. Also see Special Rule 7. Side with the highest point total wins.

## PanzerBlitz Situation #99 (Cont.)

to do that is to take Opustoschenia (and Bednost...although it's not likely) and hold them against the inevitable counterattacks. 4 hexes of these towns in Russian hands at the end of turn 12 will almost invariably be fatal.

Despite the fact that the Soviet player is using infantry counters from Panzer Leader (whew, no Guards!), these (and the KV-1s) are the toughest Russian units and are very difficult to destroy because your artillery is so weak. Well what did you expect, Hummel and Wespe leading a Panzer spearhead in June 1941? ... dream on Heinz! The BT-5s are very nasty overrun threats too.

The 45mm AT gun on Board 1, if placed in a point scoring position (see Special Rules) must be taken out ASAP. It alone could be worth 9 points to the Russian, half your expected score. The Russian victory points are awarded for this in order to simulate the need to keep open supply and communication lines to the rear of the German advance.

As the German player, you must conduct a continuous offensive across all three boards. There is no time for a cautious build up followed by a methodical reduction of each enemy defensive position prior to moving on to the next nest of Slavs. Drive your men like Manstein did his 56th Panzer Korps during this offensive, but bear in mind that your armored force is very brittle. The loss of several tank units will leave you too weak to continue the offensive.

### Notes on Russian Play

OK, so you don't have scads of T-34s, Guards and Rifle companies, unlimited quantities of "Crash-Booms", big mortars, and lots of transport packing more than 2 HP under the hood. All is not lost because Jerry doesn't have his usual good stuff either. The name of the game is delay. Even your wagons have a role to play here as they are your main transport for the first few turns and can block key covered hexes, at least temporarily. Your infantry, despite its relative weakness, is very tough when defending wooded positions.

On Board 1 put your 45mm AT gun in a "point scoring" position. It will tie up a few Germans for a turn or two thus

keeping them away from the main action on Boards 2 and 3.

Do not ignore the units in Grabyosh, Zabvenia, and Golod. These will come in very handy, and all of them should be in action or sitting in crucial defensive positions by turn 5 at the latest. Use wagons to deny cover to the Hitlerites. You have 3 long range guns. Use them! They are critical for keeping the German truckers and tank riders honest.

To defend Bednost, the key to Russian victory, you have two alternatives, camp

on the hill or defend the approaches (the woods at 3M9, 2R10, and 2M9, and the road at 2T9). Concentrating around Bednost allows you to mass your rather pitiful killing strength, but it doesn't slow down Jerry very much. Defending the approaches means that you will be spread out and weak, and will probably be defeated in detail with heavy losses, but most of the German infantry will never make it up the slopes. Any German player who tries a tank only attack against any reasonable Bednost defense will not be very happy with the results. Bear in mind that your turn 9 and 10 reinforcements may want to use the Golod-Bednost road to reinforce the defenders of hill 132, so don't give away those firing positions around hex 2O5 without a fight.

Finally, what do you do with those turn 9 and 10 arrivals? They can support Bednost, kill isolated Germans, or attack Opustoschenia. The best route will depend on where the Germans are concentrated. Don't go there unless you are sure that the extra troops will tip the balance in your favor.

Last but certainly not least, use every unit you have to inflict casualties and slow down the Germans, but don't needlessly throw your troops away. The German player will be trying to take the towns and wipe you out. Don't let him do both, but if you have a choice, hold the towns. Each hex is worth five dead Russians or Germans.

Please address any comments to:

Ray Freeman  
1422 Peralta Avenue  
Berkeley, CA 94702



### Where The Units Came From

#### Panzerblitz

0 C 0 Wagon	0 C 0 Truck	7 A 3 45 mm 45mm ATG	12 A 53 76.2 mm 76.2mm ATG	3 I 1 Recon
1 3 1	12 3	0 2	0 4	1
6 I 6 12.7mm MG	3 M 12 82 mm 82mm Mortar	3 H 10 76.2 mm 76.2mm Howitzer		
2 0 3	1 2	0		
8 A 5 50 mm 50mm ATG	3 I 6 Rifle	2 C(I) 4 Halftrack	6 I 6 SMG	13 A 6 75 mm 75mm ATG
3 0 8	1 4	10 3	1 2	0
0 C 0 Truck	4 H 10 20mm AA	3 M 12 81 mm 81mm Mortar	20 H 12 150 mm 150mm IG	
1 12 1	0 3	1 2	0	

#### Panzer Leader

2 I 2 Rifle
6 1

#### Panzer Leader 1940

5 A 2 37 mm 37mm ATG	2 A 2 Pz IId	5 A 2 Pz 38T	6 A 2 Pz IId
3 0 5	10 5	9 6	8

#### Panzerblitz 1941

6 H 6 T-28e MT	5 A 3 BT-5 LT	5 A 3 T-26b LT	12 A 6 KV1
7 10 5	13 5	6 13	10
8 A 3 Pz IIlg		5 H 8 Pz IVe	
6 8		7 8	

# The Panzerblitz Point System

## For DYO Purposes

by Alan Arvold

The PANZERBLITZ point system for assigning point values to units for DYO purposes was first presented back in the GENERAL Vol.8, No.1 by Tom Oleson, it's creator. It was further modified by Tom in the very next issue (Vol.8, No.2) and became the basis for DYO systems in further games such as PANZER LEADER and ARAB-ISRAELI WARS. The system was later reprinted in the original Wargamer's Guide to PANZERBLITZ. Over the years the system became well known and was extensively used by PANZERBLITZ players. However new units were introduced into the game which the system had difficulty determining point values to them due to combinations of weapons classes and unit capabilities which were unknown to Tom when he created the system. Thus Tom's system required minor modifications to account for these new units.

Back in the Eighties I undertook the task of modifying the system to account for these new units. While I borrowed some concepts from the PANZER LEADER point system described in the article "Abstract PANZER LEADER" by Robert Chiang (GENERAL Vol.14 No.6). I kept the new concepts to a minimum in order to preserve the essence of PANZERBLITZ in its purest form. Here then is the modified PANZERBLITZ point system.

### 1. Tanks and Tank Destroyers

Add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, a German Panther unit is worth 50 points ( $16+12+12+10=50$ ).

### 2. Assault Guns

These come in two types, those with "H" class weapons and those with "I" class weapons. For those with "H" class weapons add the Attack Factor, 1/2 the Range Factor, the Defense Factor and the Movement Factor to get the point value. For example, a Russian SU-152 is worth 68 points ( $40+5+16+7=68$ ). For those with "I" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the

Defense Factor, and the Movement Factor to get the point value. Presently there are no assault guns armed with "I" class weapons in the game but this is presented here for possible future units.

### 3. Self-Propelled Artillery

These come in two types, those with "H" class weapons and those with "M" class weapons. For those with "H" class weapons add the Attack Factor, 1/2 the Range Factor, the Defense Factor, and Movement Factor to get the point value. For example, a German Hummel unit is worth 86 points ( $60+12+6+8=86$ ). For those with "M" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, the German Sd Kfz 251/2 unit is worth 21.5 points ( $1.5+6+4+10=21.5$ ).

### 4. Armored Cars (Reconnaissance Vehicles)

These come in three types; those armed with "A" class weapons, those armed with "H" class weapons, and those armed with "I" class weapons (which includes motorcycle units). For those armed with "A" class weapons add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, the German Sd Kfz 234/4 unit is worth 38 points ( $13+8+3+14=38$ ). For those armed with "H" class weapons add the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, the German Sd Kfz 234/1 unit is worth 23 points ( $2+2+3+16=23$ ). For those armed with "I" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, the Russian BA-64b unit is worth 21 points ( $1+2+2+16=21$ ).

### 5. Transport Units

These come in four types; wagons, trucks, halftracks, and leader halftracks. For wagons add the Defense Factor and

the Movement Factor to get the point value. Since all wagons are the same this means they are worth 4 points ( $1+3=4$ ). For trucks add the Defense Factor and 1/2 the Movement Factor to get the point value. Since all trucks are the same this means that they are worth 7 points ( $1+6=7$ ). For halftrack units ignore the Attack Factor and the Range Factor if the halftrack is armed with an "I" class weapon and just add the Defense Factor and the Movement Factor to get the point value. For example, a German halftrack unit is worth 14 points ( $4+10=14$ ). Leader halftracks are those halftracks which besides being a carrier unit are also armed with an "A" or "H" class weapon. For those armed with "A" class weapons add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For example, the German Sd Kfz 251/10 unit is worth 21 points ( $5+2+4+10=21$ ). For those armed with "H" class weapons add the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. Presently there are no leader halftracks armed with "H" class weapons in the game but this is presented here for possible future units.

### 6. Cavalry

Add the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and 1 for the Movement Factor regardless of what it is to get the point value. For example, a Russian cavalry unit is worth 20 points ( $10+1+8+1=20$ ).

### 7. CP Units

CP's are worth 1 point unless using the Optional Indirect Fire rules in the game in which case they are worth 5 points instead. If the Experimental Indirect Fire rules found in the game are used then CP's are worth 1 point each. Russian CP's if using the Experimental Indirect Fire rules in the PANZERBLITZ Player's Guide where they spot for indirect fire from Russian Howitzer units are worth 5 points each.



## The Panzerblitz Point System (Cont.)

### 8. Infantry (except Engineers)

Add the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and the Movement Factor to get the point value. For example, a Russian Guards unit is worth 26 points ( $6+1+18+1=26$ ).

### 9. Engineers

Add double the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and the Movement Factor to get the point value. For example, a German Engineer unit is worth 18 points ( $6+1+10+1=18$ ).

### 10. Towed Artillery

Add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. This is regardless of what the weapon class of the particular towed artillery unit is. For example a Russian 122mm Howitzer unit is worth 31 points ( $20+10+1+0=31$ ).

### 11. Positional Defenses

These come in three types; fortifications, minefields, and blocks. Fortifications (or forts) are worth 30 points. While one would think that Russian forts should be worth more than German forts due to their higher Defense Factor, it should be noted that the higher defensive strength of the Russian forts is due to the greater area in the hex that they occupy in order to accommodate the larger sized Russian units and not to the false notion that Russian forts are better built than German forts. Therefore they are worth the same. Minefields (or mines) are worth 35 points. Blocks are worth 12 points. I got these values from the article "More Bang For Buck" in the GENERAL Vol.16, No.5 as there was nothing in Tom's original system to determine what they were worth.

### 12. Bridge Units

These come in two types, truck bridges ("B" class) and tank bridges ("J" class). Truck bridges are worth 23 points and tank bridges are worth 32 points. I got these values from the PANZER

LEADER point system as there was nothing in Tom's original system to determine what they were worth.

There have been some questions as to why some Russian combat units which move like trucks when off the roads (M-13, BA-32a, BA-64b, and ZIS-42-AA) are not penalized as such. The principal function of normal trucks is transport and since they are relatively slower off the roads than the other types of transport off the roads they are so penalized. (Okay a truck can beat a wagon in a cross country race but then horse drawn wagons are slow vehicles to begin with.) Russian combat units with slow off road movement are combat units first and makeshift carrier units second and so are not penalized because the German have slow combat units as well which are not penalized and it would not be fair to the Germans to make Russian cheaper because of this. (This was one concept from the PANZER LEADER point system I did not use.)

For those who want a simple chart to use when determining point values for units I supply the following.  
(AF = Attack Factor, RF = Range Factor, DF = Defense Factor, MF = Movement Factor)

1. Tanks and Tank Destroyers (900 and 800 series counters)  
 $AF + RF + DF + MF = \text{Point Value}$

2. Assault Guns (700 series counters)  
 $AF + 1/2 RF + DF + MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("I" class weapons)}$

3. Self-Propelled Artillery (600 series counters)  
 $AF + 1/2 RF + DF + MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("M" class weapons)}$

4. Armored Cars (Reconnaissance Vehicles) (500 series counters)  
 $AF + RF + DF + MF = \text{Point Value ("A" class weapons)}$   
 $AF + 1/2 RF + DF + MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("I" class weapons)}$

5. Transport Units (400 series counters)  
 $DF + MF = \text{Point Value (Wagons)}$   
 $DF + 1/2 MF = \text{Point Value (Trucks)}$   
 $DF + MF = \text{Point Value (Halftracks with "I" class weapons)}$   
 $AF + RF + DF + MF = \text{Point Value (Leader halftracks with "A" class weapons)}$   
 $AF + 1/2 RF + DF + MF = \text{Point Value (Leader halftracks with "H" class weapons)}$

6. Cavalry (300 series counters)  
 $AF + 1(RF) + DF + 1(MF) = \text{Point Value}$

7. CP Units (200 series counters)  
1 point normally or if using the Experimental Indirect Fire rules in the game.  
5 points if using the Optional Indirect Fire rules in the game.  
Russian CP's - 5 points if using the Experimental Indirect Fire rules found in the PANZERBLITZ Player's Guide.

8. Infantry (except Engineers) (100 series counters)  
 $AF + 1(RF) + DF + MF = \text{Point Value}$

9. Engineers (100 series counters)  
 $2 AF + 1(RF) + DF + MF = \text{Point Value}$

10. Towed Artillery Units (000 series counters)  
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value}$

11. Positional Defenses (1000 series counters)  
Fortifications = 30 points  
Minefields = 35 points  
Blocks = 12 points

12. Bridge Units  
Truck Bridge = 23 points  
Tank Bridge = 32 points

### Conclusion

I hope that this article helps PANZERBLITZ players to better understand how to figure out the point values not only of the existing counters but also of new ones that may be introduced in the future.



# The Panzer Leader Point System

## For DYO Purposes

by Alan Arvold

The PANZER LEADER point system was first introduced in the article "Abstract PANZER LEADER" by Robert Chiang which was published in the GENERAL Vol.14, No.6. Based on the old previous PANZERBLITZ point system by Tom Oleson, it expanded that system to accommodate the more complex nature of PANZER LEADER. In this it did an excellent job and many PANZER LEADER players have been using it for years, even applying it to PANZERBLITZ as well in much the same way as they applied the PANZER LEADER rules to that game. However new units have since been introduced into the game which the PANZER LEADER point system has had difficulty in determining point values for. Thus the time has come for modification.

In the early Nineties I undertook the task of modifying the PANZER LEADER point system to meet the needs of the new counters. In doing so, I had to introduce some new concepts that Robert neglected in his article. I got these from the article "AIW, Point by Point" by Robert C. Gordon found in the GENERAL Vol.18, No.2. This article took the PANZERBLITZ/PANZER LEADER point system and adapted it to the game ARAB-ISRAELI WARS, the last game in the series. Actually the concepts I used were few as I wanted to preserve the essence of PANZER LEADER in as much the same way as I did with the game PANZERBLITZ years earlier. Note that this point system also applies to PANZER LEADER 1940.

The PANZER LEADER point system is divided into two parts. First are the basic formulas for figuring the point values for each type of unit. Second will be factor modifiers which can affect certain factors in the formulas due to the type of unit, special capability or lack of one, or the unit's nationality.

### BASIC FORMULAS

#### 1. Tanks and Tank Destroyers

Add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value.

#### 2. Assault Guns

There are two types of assault guns, those armed with "H" class weapons and those armed with "I" class weapons. For those units armed with "H" class weapons add the Attack Factor, the Range Factor or 6 whichever is less, the Defense Factor, and the Movement Factor to get the point value. For those units armed with "I" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value.

#### 3. Self-Propelled Artillery

There are two types of units here, those armed with "(H)" class weapons and those armed with "M" class weapons. Those armed with "(H)" class weapons are further differentiated by their Range Factors, those with a Range Factor of 12 or less and those with a Range Factor of 13 or more. For those units armed with "(H)" class weapons with a Range Factor of 13 or more add the Attack Factor, 1/4 the Range Factor, the Defense Factor, and 1/2 the Movement Factor to get the point value. For those units armed with "(H)" class weapons with a Range Factor of 12 or less add the Attack Factor, 6 for the Range Factor, the Defense Factor, and 1/2 the Movement Factor to get the point value. For those units armed with "M" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and 1/2 the Movement Factor to get the point value. Incidentally the Allied Recon HQ is not capable of indirect fire so I do not know why it is classified as an SPA unit, still its points are determined as if it is one.

#### 4. Armored Cars (Reconnaissance Vehicles)

There are three types of units here, those armed with "A" class weapons, those armed with "H" class weapons, and those armed with "I" class weapons (which includes motorcycle units). For those units armed with "A" class weapons add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For those armed with "H" class weapons add the Attack Factor, the

Range Factor or 6 whichever is less, the Defense Factor, and the Movement Factor to get the point value. For those units armed with "I" class weapons add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value.

#### 5. Transport Units

There are four types of units here; wagons, trucks, halftracks, and leader halftracks. For wagons add the Defense Factor and the Movement Factor to get the point value which is always 4 for all wagons. For trucks add the Defense Factor and 1/2 the Movement Factor for get the point value. For halftracks ignore the Attack Factor and the Range Factor if the units are armed with "I" class weapons and just add the Defense Factor and the Movement Factor to get the point value. Leader halftracks are those halftracks which besides being a carrier unit are also armed with either an "A" or "H" class weapon. For those armed with an "A" class weapon add the Attack Factor, the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For those armed with "H" class weapons add the Attack Factor, the Range Factor or 6 whichever is less, the Defense Factor, and the Movement Factor to get the point value. Presently there are no "H" class weapon armed leader halftracks in the game but this is presented here for possible future units.

#### 6. Cavalry

Cavalry units are only found in PANZER LEADER 1940. Add the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and 1 for the Movement Factor regardless of what it is to get the point value.

#### 7. Infantry

The infantry units that this section applies to are the regular ones without special capabilities beyond what all infantry units normally have. (These special ones are listed in their own sections below.) Add the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and the Movement Factor to get the point value.

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## The Panzer Leader Point System (Cont.)

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### 8. Engineers and Paratroops

These are infantry units with engineering capabilities. Add double the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and the Movement Factor to get the point value.

### 9. Rangers and Commandos

These are Special Forces infantry units that not only have engineering capabilities but also have special movement capabilities as well. Add double the Attack Factor, 1 for the Range Factor regardless of what it is, the Defense Factor, and double the Movement Factor to get the point value.

### 10. Towed Artillery Units

These are divided into two categories, first all "A" and "M" class weapons, and second all "H", "I", and "(H)" class weapons. For the first category add 1/2 the Attack Factor, 1/2 the Range Factor, the Defense Factor, and the Movement Factor to get the point value. For the second category add 1/2 the Attack Factor, 1/4 the Range Factor, the Defense Factor, and the Movement Factor to get the point value.

### 11. Engineer Vehicles and Bridges

Robert Chiang did not make any provisions for engineer vehicles so I had to introduce new concepts for them. These units will be described by individual unit. The Valentine Bridgelay is treated as a carrier unit even though the only units it can carry are bridges. It also takes half of its movement allowance to lay a bridge thus its Movement Factor increased by 50% when figuring out the value. For the Bridgelay add the Defense Factor and 1 1/2 times the Movement Factor to get the point value. As with other carrier units armed with "I" class weapons the Attack and Range Factors are ignored. The Sherman Flail tank is treated as a regular tank unit except that its Movement Factor is increased by 50% to account for the fact that it must expend half of its movement allowance to remove a minefield. Thus for the Sherman Flail add the Attack Factor, the Range Factor, the Defense Factor, and 1 1/2 times the Movement Factor to get the point value. Both bridges use their

respective Defense Factors as their point values, 23 for the Truck Bridge and 32 for the Tank Bridge.

### 12. Aircraft

Robert also did not make any provisions for aircraft so I had to make up the concept for their point value. All observation aircraft receive an arbitrary 50 points. All fighter/dive bombers receive a point value equal to the attack strength of their bomb or rocket attack plus four times the attack strength of their machine gun attacks.

### 13. Positional Defenses

Again Robert Chiang did not make provisions for positional defensive units, so I had to turn to the article "More Bangs For Buck" by Gene Boggess (GENERAL Vol.16, No.5) to get the values. Fortifications have a value of 30 points, minefields have a value of 35 points, and blocks have a value of 12 points.

### FACTOR MODIFIERS

The following are the current existing factor modifiers in the PANZER LEADER point system.

All Allied non-carrier vehicular units have a modifier of 1/2 the Movement Factor due to the fact that they can not carry infantry units. Exceptions to this rule are the SPAs (because they already have their Movement Factors cut in half in their basic formula), Armored Cars, and the Valentine Bridge Carrier.

All Allied Armored Car and other reconnaissance type units (including motorcycles) have a modifier of 1/3 of the Movement Factor due to the fact that they can not carry infantry units.

All German motorcycle units have a modifier of 1/2 the Movement Factor due to the fact that they can not carry infantry units.

All vehicular units which are designated as moving like trucks when off road have a modifier of 1/2 the Movement Factor. As trucks themselves already have this modifier in their basic formula they are not further penalized.

All German non-carrier vehicular units in PANZER LEADER 1940 have a modifier of 1/2 the Movement Factor due to the fact that they can not carry infantry units. As motorcycles already have this modifier they are not further penalized. (Note: This is a disputed ruling as Avalon Hill never published a rule stating this. Rather they answered in a letter concerning a rules question in PANZER LEADER 1940 that this was the case.)

All units which use the Functional Mobility of Turreted AFV's rule have a modifier of 1 1/2 times the Attack Factor.

All towed artillery units with "(H)" class weapons which are deployed off-board when using Robert Chiang's optional rule for Off the Board Artillery have a modifier of 1/2 the Range Factor, not 1/4 the Range Factor. SPA units with "(H)" class weapons are unaffected by this modifier.

Players should note that it is possible for more than one modifier to be applied to a factor. For example, the Allied Recon HQ unit normally has 1/2 the Movement Factor due to being considered SPA. However it also moves as a truck when off road so it has another modifier of 1/2 the Movement Factor. In this case the total modifier would be 1/4 the Movement Factor. In another example the Allied Sherman Flail tank unit would normally have an additional 1/2 the Movement Factor added to its normal Movement Factor due to being a minesweeper for a total of 1 1/2 times the Movement Factor. However since it can not carry infantry units it also has a modifier of 1/2 the Movement Factor deducted from its movement allowance. In this case the two modifiers cancel each other out and the Sherman Flail tank uses its normal Movement Factor in the point determination.

For those who want a simple chart to use when determining point values for units I supply the following.  
(AF = Attack Factor, RF = Range Factor, DF = Defense Factor, MF = Movement Factor)

1. Tanks and Tank Destroyers (7000 and 6000 series counters)  
AF + RF + DF + MF = Point Value

## The Panzer Leader Point System (Cont.)

2. Assault Guns (5000 series counters)  
 $AF + (RF \text{ or } 6) + DF + MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("I" class weapons)}$
3. Self-Propelled Artillery (4000 series counters)  
 $AF + (1/4 RF \text{ or } 6) + DF + 1/2 MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + 1/2 MF = \text{Point Value ("M" class weapons)}$
4. Armored Cars (Reconnaissance Vehicles) (3000 series counters)  
 $AF + RF + DF + MF = \text{Point Value ("A" class weapons)}$   
 $AF + (RF \text{ or } 6) + DF + MF = \text{Point Value ("H" class weapons)}$   
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("I" class weapons)}$
5. Transport Units (2000 series counters)  
 $DF + MF = \text{Point Value (Wagons)}$   
 $DF + 1/2 MF = \text{Point Value (Trucks)}$   
 $DF + MF = \text{Point Value (Halftracks with "I" class weapons)}$   
 $AF + RF + DF + MF = \text{Point Value (Leader halftracks with "A" class weapons)}$   
 $AF + (RF \text{ or } 6) + DF + MF = \text{Point Value (Leader halftracks with "H" class weapons)}$
6. Cavalry (1000 series counters)  
 $AF + 1(RF) + DF + 1(MF) = \text{Point Value}$
7. Infantry (Regular) (1000 series counters)  
 $AF + 1(RF) + DF + MF = \text{Point Value}$
8. Engineers and Paratroops (1000 series counters)  
 $2 AF + 1(RF) + DF + MF = \text{Point Value}$
9. Rangers and Commandos (1000 series counters)  
 $2 AF + 1(RF) + DF + 2 MF = \text{Point Value}$
10. Towed Artillery Units (0000 series counters)  
 $1/2 AF + 1/2 RF + DF + MF = \text{Point Value ("A" and "M" class weapons)}$   
 $1/2 AF + 1/4 RF + DF + MF = \text{Point Value ("H"), "H", and "I" class weapons)}$
11. Engineer Vehicles and Bridges (8000 series counters)  
 $DF + 1 1/2 MF = \text{Point Value (Bridgelayers)}$   
 $AF + RF + DF + 1 1/2 MF = \text{Point Value (Minesweepers)}$   
 Truck Bridge = 23 points  
 Tank Bridge = 32 points
12. Aircraft (9000 series counters)  
 Observation Aircraft = 50 points (all types)  
 Fighter Bombers = (Bomb or Rocket AF) + 4 (Machine Gun AF)
13. Positional Defenses  
 Fortifications = 30 points  
 Minefields = 35 points  
 Blocks = 12 points
- (AF = Attack Factor, RF = Range Factor, DF = Defense Factor, MF = Movement Factor)
1. Allied Non-Carrier Vehicle Movement Modifier  
 $1/2 MF$
2. Allied Armored Car and Reconnaissance Vehicle Movement Modifier  
 $1/3 MF$
3. German Motorcycle Movement Modifier  
 $1/2 MF$
4. Vehicular Off-Road Truck Mobility Movement Modifier  
 $1/2 MF$
5. German PL 1940 Non-Carrier Vehicle Movement Modifier  
 $1/2 MF$
6. Functional Mobility of Turreted AFV Rule Modifier  
 $1 1/2 AF$
7. Off the Board Towed Artillery Modifier  
 $1/2 RF$

### CONCLUSION

I hope that this article helps PANZER LEADER players to better understand how to figure out the point values not only of the existing counters but also of the new ones that may be introduced in the future.



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# 2001 March Madness Sweet Sixteen

## Men's and Women's Teams

by Stuart Tucker

Stuart Tucker has gone the extra mile, including all 32 sweet sixteen teams from last year's NCAA tournaments, with the women's teams in italics. Stuart has been the creator of March Madness cards each year since his days as editor of the GENERAL. Here Stuart presents his teams for 2001. These include two of my favorites. One is the Cincinnati men's team, as I follow my alma mater extensively throughout the season. The other is the Xavier women's team, as I was able to watch their excellent point guard, Reetta Piipari, play her junior year of high school ball right here in Minster, Ohio.

Note I have also included an extra team of my own on the third page. This is the Xavier men's team. This is not necessarily because I thought they were particularly deserving, it was more so that I can recreate the annual Cincinnati vs. Xavier Crosstown Shootout.

Please note that the records listed on the cards are the records at the start of the first round of the NCAA tournament (so they each had two more wins at the moment the Sweet Sixteen round began). Also, the national ranking (shown after the conference place) is the ranking at the start of the NCAA tournament.



<u>Michigan State</u>		2001
C	Andre Hutson	C
LF	Aloysius Anagonye	F
RF	David Thomas	F
LG	Jason Richardson	C
RG	Charlie Bell	C
Bench Grade		A
Defensive Grade		A
Coach Tom Izzo		2
Spartans (24-4)		92
Big Ten 1st Tie; No. 3 South No. 1 Seed		

<u>Duke</u>		2001
C	Carlos Boozer	C
LF	Shane Battier	B
RF	Mike Dunleavy	D
LG	Chris Duhon	E
RG	Jason Williams	B
Bench Grade		B
Defensive Grade		A
Coach Mike Krzyzewski		4
Blue Devils (29-4)		106
ACC Champion; No. 1 East No. 1 Seed		

<u>Stanford</u>		2001
C	Jason Collins	C
LF	Jarron Collins	C
RF	Ryan Mendez	D
LG	Casey Jacobsen	B
RG	Michael McDonald	E
Bench Grade		C
Defensive Grade		A
Coach Mike Montgomery		3
Cardinal (28-2)		96
PAC-10 Champion; No. 2 West No. 1 Seed		

<u>Illinois</u>		2001
C	Brian Cook	D
LF	Marcus Griffin	D
RF	Sergio McClain	E
LG	Cory Bradford	D
RG	Frank Williams	C
Bench Grade		A
Defensive Grade		A
Coach Bill Self		2
Fighting Illini (24-7)		92
Big Ten 1st Tie; No. 6 Midwest No. 1 Seed		

<u>Penn State</u>		2001
C	Gyasi Cline-Heard	C
LF	Tyler Smith	E
RF	Titus Ivory	C
LG	Jon Crispin	E
RG	Joe Crispin	B
Bench Grade		D
Defensive Grade		B
Coach Jerry Dunn		2
Nittany Lions (19-11)		74
Big Ten 6th Tie; Unranked South No. 7 Seed		

<u>UCLA</u>		2001
C	Dan Gadzuric	D
LF	Jason Kaponzo	B
RF	Matt Barnes	D
LG	Billy Knight	E
RG	Earl Watson	C
Bench Grade		E
Defensive Grade		B
Coach Steve Lavin		3
Bruins (21-8)		82
PAC-10 3rd; No. 18 East No. 4 Seed		

## March Madness Sweet Sixteen Team For 2001 (Cont.)

### Maryland 2001

C	Lonnie Baxter	C
LF	Terence Morris	D
RF	Byron Mouton	D
LG	Juan Dixon	B
RG	Steve Blake	E

Bench Grade	A
Defensive Grade	B
Coach Gary Williams	3
Terrapins (21-10)	90

ACC 3rd; No. 11  
West No. 3 Seed

### Arizona 2001

C	Loren Woods	D
LF	Michael Wright	C
RF	Richard Jefferson	D
LG	Gilbert Arenas	C
RG	Jason Gardner	D

Bench Grade	B
Defensive Grade	A
Coach Lute Olsen	2
Wildcats (23-7)	94

PAC-10 2nd; No. 4  
Midwest No. 2 Seed

### Gonzaga 2001

C	Casey Cavalry	B
LF	Mark Spink	E
RF	Zach Gourde	E
LG	Blake Stepp	D
RG	Dan Dickau	B

Bench Grade	B
Defensive Grade	B
Coach Mark Few	2
Bulldogs (24-6)	82

WCC Champion; Unranked  
South No. 12 Seed

### Kentucky 2001

C	Jason Parker	E
LF	Tayshaun Prince	C
RF	Keith Bogans	C
LG	Gerald Fitch	F
RG	Saul Smith	E

Bench Grade	AA
Defensive Grade	B
Coach Tubby Smith	3
Wildcats (22-9)	82

SEC Champion; No. 10  
East No. 2 Seed

### Cincinnati 2001

C	B.J. Grove	F
LF	Jamaal Davis	E
RF	Immanuel McElroy	E
LG	Steve Logan	B
RG	Kenny Satterfield	C

Bench Grade	A
Defensive Grade	B
Coach Bob Huggins	3
Bearcats (23-9)	80

Conf. USA 1st; Unranked  
West No. 5 Seed

### Mississippi 2001

C	Rahim Lockhart	C
LF	Justin Reed	D
RF	Aaron Harper	D
LG	David Sanders	E
RG	Jason Flanigan	E

Bench Grade	AA
Defensive Grade	B
Coach Rod Barnes	2
Rebels (25-7)	82

SEC/West 1st; No. 13  
Midwest No. 3 Seed

### Temple 2001

C	Kevin Lyde	D
LF	Alex Wesby	D
RF	David Hawkins	D
LG	Quincy Wadley	C
RG	Lynn Greer	B

Bench Grade	F
Defensive Grade	B
Coach John Chaney	3
Owls (21-12)	76

Atlantic 10 Champ; Unranked  
South No. 11 Seed

### Southern California 2001

C	Brian Scalabrine	C
LF	Sam Clancy	C
RF	David Bluthenthal	C
LG	Jeff Trepagnier	E
RG	Brandon Granville	C

Bench Grade	D
Defensive Grade	B
Coach Henry Bibby	2
Trojans (21-9)	78

PAC-10 4th Tie; Unranked  
East No. 6 Seed

### Georgetown 2001

C	Rubin Boumtje Boumtje	D
LF	Mike Sweeney	C
RF	Gerald Riley	E
LG	Demetrius Hunter	D
RG	Kevin Braswell	D

Bench Grade	A
Defensive Grade	B
Coach Craig Esherick	2
Hoyas (23-7)	80

Big East/West 2nd; No. 20  
West No. 10 Seed

## March Madness Sweet Sixteen Team For 2001 (Cont.)

### Kansas 2001

C Eric Chenoweth D  
 LF Drew Gooden C  
 RF Nick Collison C  
 LG Jeff Boschee D  
 RG Kirk Hinrich D

Bench Grade B  
 Defensive Grade B  
 Coach Roy Williams 3  
 Jayhawks (24-6) 84

Big 12 2nd Tie; No. 12  
 Midwest No. 4 Seed

### Xavier 2001

C David West B  
 LF Kevin Frey D  
 RF Lloyd Price D  
 LG Romain Sato D  
 RG Maurice McAfee D

Bench Grade C  
 Defensive Grade B  
 Coach Skip Prosser 2  
 Musketeers (21-7) 78

Atlantic 10 2nd Tie; Unranked  
 Midwest No. 11 Seed

### Tennessee 2001

C Ashley Robinson D  
 LF Gwen Jackson D  
 RF Semeka Randall D  
 LG Kara Lawson D  
 RG Kristen "Ace" Clement F

Bench Grade AA  
 Defensive Grade A  
 Coach Pat Summitt 4  
 Lady Vols (29-2) 96

SEC 1st; No. 3  
 Mideast No. 1 Seed

### Duke 2001

C Iciss Tillis D  
 LF Rochelle Parent F  
 RF Sheana Mosch D  
 LG Alana Beard C  
 RG Georgia Schweitzer C

Bench Grade B  
 Defensive Grade A  
 Coach Gail Goostenkors 3  
 Blue Devils (28-3) 90

ACC Champion; No. 5  
 West No. 1 Seed

### Connecticut 2001

C Kelly Schumacher E  
 LF Asjha Jones E  
 RF Swin Cash D  
 LG Diana Taurasi D  
 RG Sue Bird D

Bench Grade AA  
 Defensive Grade A  
 Coach Geno Auriemma 4  
 Lady Huskies (28-2) 94

Big East Champion; No. 1  
 East No. 1 Seed

### Notre Dame 2001

C Ruth Riley B  
 LF Kelley Siemon D  
 RF Erika Haney D  
 LG Alicia Ratay C  
 RG Niele Ivey D

Bench Grade D  
 Defensive Grade A  
 Coach Muffet McGraw 3  
 Fighting Irish (28-2) 92

Big East 1st; No. 2  
 Midwest No. 1 Seed

### Xavier 2001

C Taru Tuukkanen B  
 LF Jennifer Phillips C  
 RF Nicole Levandusky C  
 LG Jennifer Parr E  
 RG Reetta Piipari D

Bench Grade C  
 Defensive Grade B  
 Coach Melanie Balcomb 2  
 Musketeers (28-2) 82

Atlantic-10 Champion; No. 11  
 Mideast No. 4 Seed

### Oklahoma 2001

C Jamie Talbert E  
 LF Caton Hill C  
 RF LaNeishea Caufield C  
 LG Sunny Hardeman E  
 RG Stacey Dales C

Bench Grade A  
 Defensive Grade B  
 Coach Sherri Coale 2  
 Sooners (26-5) 84

Big 12 1st; No. 7  
 West No. 2 Seed

### Missouri 2001

C Evan Unrau E  
 LF Marlena Williams C  
 RF Amanda Lassiter B  
 LG Tracy Franklin D  
 RG Kerensa Barr E

Bench Grade B  
 Defensive Grade B  
 Coach Cindy Stein 2  
 Tigers (20-9) 78

Big 12 5th; Unranked  
 East No. 10 Seed

## March Madness Sweet Sixteen Team For 2001 (Cont.)

### Utah 2001

C Lauren Beckman D  
 LF Kristina Anderson D  
 RF Lindsay Herbert E  
 LG Kelsy Stireman F  
 RG Amy Ewert D

Bench Grade A  
 Defensive Grade A  
 Coach Elaine Elliott 2  
 Utes (26-3) 82

Mountain West 1st; No. 16  
 Midwest No. 5 Seed

### Texas Tech 2001

C Tanisha Ellison F  
 LF Plenette Pierson C  
 RF Amber Tarr D  
 LG Krista O'Neal D  
 RG Jia Perkins C

Bench Grade C  
 Defensive Grade A  
 Coach Marsha Sharp 3  
 Lady Raiders (23-6) 86

Big 12 2nd; No. 12  
 Mideast No. 2 Seed

### SW Missouri State 2001

C Erica Rante F  
 LF Carly Deer E  
 RF Tara Mitchem D  
 LG Melody Campbell F  
 RG Jackie Stiles AA

Bench Grade A  
 Defensive Grade B  
 Coach Cheryl Burnett 2  
 Lady Bears (25-5) 84

MVC Champion; No. 15  
 West No. 5 Seed

### Louisiana Tech 2001

C Takeisha Lewis D  
 LF Ayana Walker C  
 RF Cheryl Ford E  
 LG Brooke Lassister D  
 RG Essence Perry D

Bench Grade B  
 Defensive Grade A  
 Coach Leon Barmore 4  
 Lady Techsters (28-4) 90

Sun Belt Champion; No. 6  
 East No. 3 Seed

### Vanderbilt 2001

C Chantelle Anderson B  
 LF Jenni Benningfield D  
 RF Zuzana Kilmesova C  
 LG Jillian Danker D  
 RG Ashley McElhiney D

Bench Grade D  
 Defensive Grade A  
 Coach Jim Foster 2  
 Commodores (21-9) 90

SEC 4th; No. 13  
 Midwest No. 3 Seed

### Purdue 2001

C Camille Cooper C  
 LF Sahalicia Hurns D  
 RF Shereka Wright D  
 LG Katie Douglas C  
 RG Kelly Komara D

Bench Grade D  
 Defensive Grade A  
 Coach Kristy Curry 2  
 Boilermakers (26-6) 86

Big Ten 1st; No. 8  
 Mideast No. 3 Seed

### Washington 2001

C Andrea Lalum E  
 LF LeAnn Sheets E  
 RF Loree Payne D  
 LG Giuliana Mendiola D  
 RG Megan Fianza C

Bench Grade A  
 Defensive Grade B  
 Coach June Daugherty 2  
 Huskies (19-6) 76

PAC-10 1st Tie; Unranked  
 West No. 6 Seed

### North Carolina State 2001

C Monica Bates E  
 LF Carisse Moody C  
 RF Telisha Scates E  
 LG Ivy Gardner E  
 RG Tynesha Lewis C

Bench Grade C  
 Defensive Grade A  
 Coach Kay Yow 3  
 Wolfpack (20-10) 80

ACC 3rd; No. 18  
 East No. 4 Seed

### Iowa State 2001

C Angie Welle B  
 LF Tracy Gahan D  
 RF Megan Taylor C  
 LG Erica Haugen E  
 RG Lindsay Wilson C

Bench Grade D  
 Defensive Grade A  
 Coach Bill Fennelly 3  
 Cyclones (25-5) 92

Big 12 Champion; No. 9  
 Midwest No. 2 Seed



# Summary Of Maneuvers

## In Three Avalon Hill Card Games

by Michael Anchors

Long before you had to contend with the differences in versions of DOS or Windows, you had to contend with the nagging differences between Panzerblitz and Panzer Leader. The two games ostensibly had the "same" game system, but there were many important "minor" differences that were hard to remember. The same situation pertains in We The People, Hannibal, Successors and For The People. It is difficult to play two or more of these games at the same tournament or simultaneously by e-mail without getting them mixed up. I had the worst time keeping straight the differences in the rules for Interceptions, Avoiding Battle, etc, so I prepared a helpful "Summary of Maneuvers" for the three games I own.

### Interception

Game	<i><b>We The People</b></i>	<i><b>Hannibal</b></i>	<i><b>Successors</b></i>
Who may intercept?	Only American CUs with a general	Unbesieged CUs with a general	Unbesieged CUs with a general
Restrictions	Only in a space with an American PC	DRM +1 if space has enemy PC and no friendly CU  Not across Mountain Pass or Strait	Not if space contains an enemy PC or independent marker without a friendly CU Not across Mountain Pass or Strait
How often?	Only once per strategy round	All eligible armies in each space entered	All eligible armies in each space entered
When successful?	If $dr \leq$ general's battle rating (right #)	If $dr \leq$ general's battle rating (right #)	If $dr >$ general's initiative rating (left #)
If successful	Automatic battle British lose 1 battle card	Intercepted army backs up and ends movement OR may accept battle with one less battle card	Intercepted army must fight unless Avoids Battle
If unsuccessful	Americans cannot avoid battle	No penalty	No penalty

### Avoid Battle

Game	<i><b>We The People</b></i>	<i><b>Hannibal</b></i>	<i><b>Successors</b></i>
Who may avoid battle?	Americans only	Either side	Any player
When successful?	If $dr \leq$ general's battle rating (right #)	If $dr \leq$ general's battle rating (right #)	If $dr >$ general's initiative rating (left #)
Move where?	1 space away	1 space away	Up to 2 spaces away
Restrictions	Not into space from which enemy advanced Not into space with enemy PC or CU	Not into space from which enemy advanced Not into space with enemy PC  Not across a Mountain Pass or Strait	Not into space from which enemy advanced Not into space with independent or enemy PC unless friendly CU present Not into space with unbesieged enemy CU Not across a Mountain Pass or Strait or Sea
If unsuccessful	No Penalty	One less battle card	No local troops

## Summary Of Maneuvers (Cont.)

### Pursuit

Game	<i>We The People</i>	<i>Hannibal</i>	<i>Successors</i>
Who may pursue?	Not allowed	Army with remaining movement factors	Army with remaining movement factors
When successful?		If $dr \leq$ general's battle rating (right #)	Pursuing army merely continues movement

### Withdraw from Battle

Game	<i>We The People</i>	<i>Hannibal</i>	<i>Successors</i>
Who may withdraw?	Not allowed	CUs + a general <i>instead</i> of playing a battle card	Not allowed
When successful?		If $dr \leq$ general's battle rating (right #) Opponent can cancel withdrawal by rolling $dr \leq$ <i>his</i> general's battle rating (right #)	
Move where?		1 space away	
Restrictions		Not into space from which enemy advanced Not into space with an enemy PC or CU Not across a Mountain Pass or Strait or Sea Original attacker to space from which advanced	

### Retreat

Game	<i>We The People</i>	<i>Hannibal</i>	<i>Successors</i>
Who must retreat?	Loser of battle	Loser of battle	Not allowed
Move where?	1 space away	Nearest space with friendly PC or more friendly CUs than retreating force. Same or smaller forces swept along.	
Restrictions	Not into space with an enemy PC or CU Not into space from which enemy advanced Original attacker to space whence advanced British only may retreat by sea	Not more than 4 spaces  Not into space from which enemy advanced Original attacker to space whence advanced Not by sea  Lose 1 CU for each enemy PC crossed Lose 1 CU for each enemy CU passed through	



# War of 1812

## New Block Units Expansion

by Jim Lawler

I have looked at Columbia's Games block games, particularly Quebec 1759 and the War of 1812 in my local gaming store for over 20 years. I have considered buying one of them several times but never quite pulled the trigger. Recently, I have been working on expanding one of my old favorite games, the old Avalon Hill 1776 with some scenarios that cover the War of 1812. While I was doing my research, an old friend loaned me his old copy of Columbia's 1812.

I gratefully borrowed the game figuring I could kill two birds, etc. I might be able to pick up some useful ideas that I could incorporate into my new scenarios as well as finally get a good look at one of these block games.

I was favorably impressed with the map and the shortness of the rules as well as the "Fog of War" element in the game. I talked another friend into playing a couple of games with me and I found the game easy to learn, and that it played very quickly and easily while still capturing some of the flavor of the War of 1812, a very difficult war to translate into a successful war game.

As I usually do when I come across a game like that, I start thinking of ways to "improve" it. As I started checking the ConsimWorld discussion boards for information on the game and to get questions answered, it was pointed out that I had a very early edition of the game and that a revised version had added Dragoons. I sent away for the new rules and a new set of stickers and began some additional experimentation. My goals whenever I try to come up with a new scenario or variant, is to try not to change the original flavor of the game, but to add additional color that will add enjoyment, realism and replay value. These pieces/rules should increase the number of decisions each player has to make in the game without complicating it significantly.

Since I had already done a lot of research on the War of 1812, I thought of a number of additional playing blocks that could easily be added to the game. I am presenting them here to encourage you to dust off your old copy of this game and see if these additions meet my goals of capturing more of a feel for the war as

well as adding to the replay value without overly complicating the game. I would appreciate hearing from you to see if I succeeded in my goals, in a game I have admittedly limited experience with, and I would like to find out if you have any other ideas for new blocks or if you can suggest improvements on my rules.

Additional Red and Blue or Black blocks can be purchased from Columbia Games for a reasonable price. Note, I noticed the replacement blocks were a different shade than the ones I ordered with my game. I suppose this is inevitable. You may have to pick your blocks out of a cup, not the biggest of problems.

### I. Artillery Units:

- 1) Each side receives two Artillery units. They all have only two combat values.
- 2) Each Artillery unit scores a hit on a die roll of a 5 or 6.
- 3) These units cannot be Force Marched or rebuilt
- 4) Only one Artillery unit for each side is available in 1812. Both units are available starting in 1813.
- 5) They may help defend a fortification and not count against the stacking limit.
- 6) Both Artillery units can not be in the same town except if they are both brought into the same town as reinforcements in 1813 or 1814. These units must remain permanently separated if either one moves. If both units ever occupy the same space, one must be removed from the game. The owner chooses which to remove.

### II. Fortifications:

- 1) Each side receives three Fortification units.
- 2) They can only be built on a 2 Pt. town or higher.
- 3) Fortifications when picked are held aside. One Fortification tile picked in 1812 can be set up with the initial placement of units. Any others must be built. Building takes place after movement but before combat.
- 4) A Fortification can hold one Infantry or Dragoon, two if one is an artillery unit.
- 5) A captured fortification can be replaced by one from the opponent, if the offensive player has one available. Already built fortifications can be removed during the winter phase and rebuilt in the coming year.

- 6) Before combat can take place in a town that has a fortification, The defender must declare which unit or units will defend inside the fortifications. These units do not take part in the initial combat. A fortification can only be attacked if all other defending units are eliminated or retreat.

- 7) Indian units cannot garrison a fortification.

- 8) Units inside a fortification cannot retreat.

- 9) The offensive player can choose not to attack an occupied fortification and still remain in the town. The defending player controls the town.

- 10) Only two fortifications are available in 1812. All three are available in 1813 and 1814.

### III. Decoys:

- 1) Each side gets two Units.
- 2) They set-up and move like a normal infantry unit.
- 3) They are permanently eliminated if they are discovered.
- 4) Decoys count for controlling towns.
- 5) Only one decoy is present per year to be drawn. Once one has been drawn, the other counter can be drawn in future year's drawings.

### IV. Leaders:

- 1) Leaders add their combat DRM, which is listed next to the leaders name, to any one unit in a combat. They must select the unit before combat starts, they may not change the unit they are helping during that combat.
- 2) They can move **two** units including Artillery, up to two towns.
- 3) Leader Casualty: Roll one die after each combat is completed. If the die roll is a 6, the Leader is killed/captured and permanently removed from the game. If the Leader is not killed, he will retreat to the nearest friendly force. All Leaders present must take a casualty roll.
- 4) If all units with a leader are eliminated, The Leader is killed on a 5 or 6 die roll.
- 5) Only one Leader of the owner's choice can effect combat in the same town's combat.
- 6) The American leaders Scott and Brown cannot appear before 1813.
- 7) Tecumseh appears with the Shawnee Indian unit after Detroit is captured. As long as Tecumseh is with this unit it may fight independently of British units. He

## War of 1812 – New Block Units Expansion (Cont.)

may only give his DRM or help move the 4 combat value Indian (Shawnee) unit.

- 8) Leaders do not count against any stacking limits.

### Leaders:

#### British:

Brock	+1
Tecumseh	+1
Procter	+0
Drummond	+1
Prevost	+1

#### Americans:

Wilkinson	+0
Hull	+0
Harrison	+0
Brown	+1
Scott	+1

### Increasing the number of units in Play:

#### British:

1812	From	10 to 13
1813		2 to 4
1814		7 to 9

#### Americans:

1812	From	12 to 16
1813	Albany	2 to 3
	Pittsburgh	2 to 3
1814	Albany	3 to 4
	Pittsburgh	2 to 3

### New Counters:

#### British:

5 Leaders
2 Decoys
2 Artillery
3 Fortifications
1 Cavalry
1 Indian
1 Ship
15 Total Units

#### Americans:

5 Leaders
2 Decoys
2 Artillery
3 Fortifications
2 Cavalry
1 Ship
15 Total Units

The new cavalry and ships units behave like all other similar units. These new units are easily added as their was a three year ship building race on the lakes and The Americans in particular had a good amount of troops that traveled on horse back.

For the purposes of initial deployment, Artillery and Decoys count as occupying 2 pt. towns, Fortifications and Leaders do not.

The new Indian unit represents the Iroquois that fought with the British. This is a two Combat Value unit. It functions the same as the other Indian unit, including double pursuit fire, but can never be in the same town as the Shawnee unit or Tecumseh or the new 2CV unit is removed. This unit may not be rebuilt when destroyed.

#### Naval Defense of Harbor Towns:

Another player suggested this idea and I liked it. Currently Naval units sit in harbor and calmly wait for the outcome of any land battle that takes place then if the defender loses they make a run for freedom. This suggestion would allow each fully operational Naval Unit to now have the option to defend with a Combat Value of 1 as the crew and guns could/would have undoubtedly been pressed into service to protect the town. The Naval units thus committed would no longer be eligible to roll for escape.

If the Navy is not committed to the defense of the town, it can attempt to withdraw normally after combat.

Naval units do not roll double for amphibious invasion and have no pursuit fire.

**Naval Limitations:** To try and reflect the arms race that was taking place on the Great Lakes, I would restrict Naval Builds to a maximum of six in 1812, seven in 1813 and eight in 1814.

**New Retreat Rule:** With the increase of the number of units in play the old retreat move is too harsh. Retreating units now get hit on a die roll of 5 or 6 on pursuit fire.

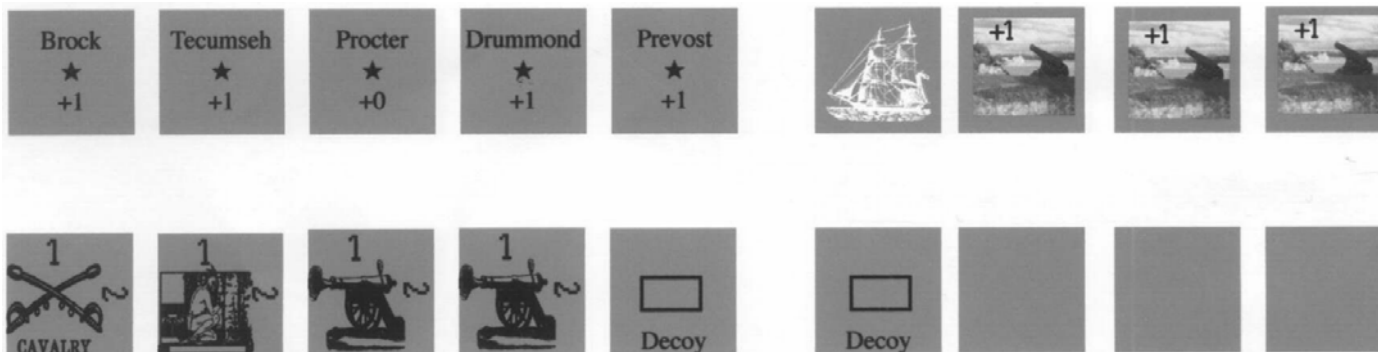
**New Supply Rule:** During each Winter phase at the start of 1813 and 1814 each side can rebuild one land unit to full strength, if they can trace a line of supply to Quebec (for the British) or to Albany or Pittsburgh (for the Americans). (I have heard this is a common house rule.)

#### House rules for WBC Tournament:

- 1) You are allowed to rebuild eliminated fleets as long as there were never more than six in play at any one time.
- 2) You are allowed to add 1 CV to a unit each turn as long as they could trace supply back to Pittsburgh or Albany as the Americans and Quebec as the British.

**\*Note:** For what it is worth, I prefer the first supply rule.

**\*\*Note:** For a slightly bloodier game you can play without the decoys.



New American Counters

## War of 1812 – New Block Units Expansion (Cont.)

*Anyone wishing a set of the new counters mentioned in this article (in color and on pressure sensitive stock) should please contact Jim Lawler @ JLAULER497@aol.com.*

**Errata:** The following is Columbia's official errata for this game.

### 1.0 THE MAP

#### 1.3 Lakeside Towns.

Williamsburg is not a Lakeside town. York is a Lakeside Town.

### 6.0 NAVAL MOVEMENT

#### 6.2 Naval Attacking.

Naval units may not attack land units (or vice-versa) and may only occupy friendly lakeside towns. See: 8.3.

### 8.0 NAVAL RETREATS

#### 8.3 Naval Unit Capture (New).

Naval units may only occupy friendly lakeside town. If such a town is occupied by enemy Army units, Naval units may try to escape. Roll 1d6 for each naval unit:

1-3: Unit is captured. Unit is exchanged for a friendly Naval unit, except when all friendly Naval units are already in play. In this case the unit is eliminated.

4-6: Unit escapes and moves on to the Lake. A Naval battle may occur. Resolve as normal.

### 8.4 Naval Unit Elimination (Clarification).

Naval units can be eliminated as a result of combat (7.2), capture (8.3), or wintering (13.3). Eliminated naval units are permanently removed from the game.

### 9.0 ARMY MOVEMENT

#### 9.2 Force March (New).

Units may attempt to force-march and move one additional town. That is, infantry can attempt to move two towns, and cavalry three towns. Roll 1d6 for each unit attempting to Force-March. Make the die roll after all other units move. If the move enters Canada it must check for refusal (Rule 17.0) as normal.. Force marching is not allowed while retreating:

1-3: Unit refuses to move.

4-6: Unit completes Force-March.

British units get +1 to the die roll. The Indian unit gets +2.

### 13.0 WINTERING (Clarification)

#### 13.1 Movement.

Movement is not permitted during the Winter Turn. It is only a logistical turn for determining winter attrition and deploying reinforcements for the next year.

### 15.0 NAVAL MOVEMENT

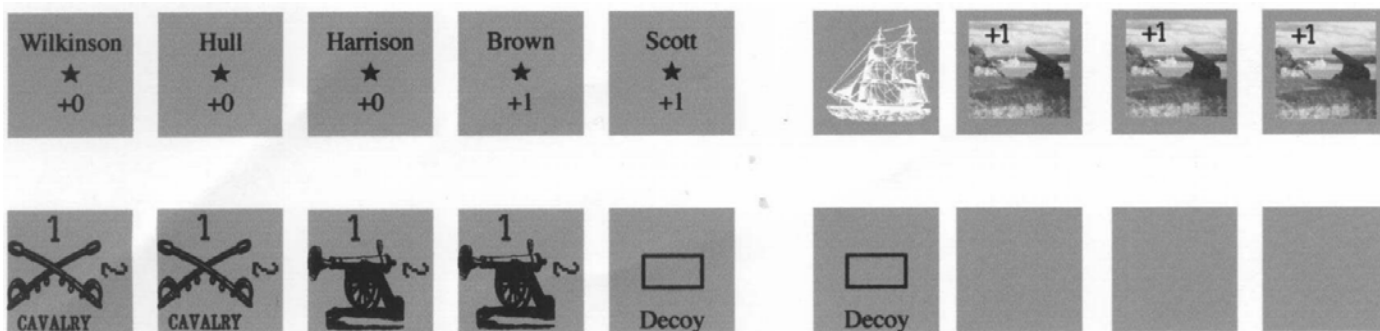
The Indian unit may not be rebuilt if eliminated. It does not count in Victory Conditions as an Army in play. No VPs are awarded for the Indian unit (18.0).

### 16.0 CAVALRY

Cavalry may retreat two towns.

### 19.0 SIMULTANEOUS MOVEMENT

Orders written must specify which units are moving to which area when splitting a group.



### New British Counters

## Pay For Authors!

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# BOARDGAMER's Unofficial Guide To 1776

## Errata and Clarifications

by Jim Lawler

*Jim Lawler has received much feedback from the readers of the BOARDGAMER's Unofficial Guide To 1776. Here are the errata and clarifications he has compiled so far.*

**1)** This rule should have been incorporated into **all campaign games and scenarios** under **winter restrictions** for all Southern colonies. You cannot cross class two rivers accept at a ford during the months of January, February or March.

**2a)** A number of Fort counters were inadvertently left off the setup chart for the **British Receding** scenario. Place British forts at Savannah, Charleston and 96. Place British Leader E at 96 as well.

**2b)** Fort Wilson listed in the Victory Point List is actually Fort Watson.

**3a)** In the new **Lincoln's Southern**, the Turn Chart should have Rain listed in the March turn and the special rules should read "you can not cross a class two river except at a ford in March due to flooding."

**3b)** The cost of debarking the French land units is the same as those listed on page 20 of the rulebook.

**3c)** During setup, substitute British Leader **E** for British Leader **A** at Augusta.

**4)** The second **Partisan Leader** rule under the **Troops** heading should read, "Partisans can lead a maximum of **three** strength points, no more than **two** of which can be Dragoons."

**5)** **Burgoyne** is a two star General not a one star General as is shown in the original Leader Counter sheet. This has already been corrected on later counter sheets.

**6a)** In the Tory and Indian scenario, the American Leader listed in the setup should be Leader C, Leader A comes on with reinforcements.

**6b)** Any reinforcements coming into an area that has been captured or destroyed by the enemy arrives at the nearest friendly town. The exception to this is the RM that shows up at XX34 after it has been destroyed.

**6c)** Butler's Rangers and Morgan's Rifles are treated as regular troops for DRM as are all Elite units.

**6d)** Brandt is an Indian Leader, he only gets his +1 DRM if an Indian unit is present at the start of a combat. He keeps the +1 DRM for the complete combat even if the Indian unit is a casualty.

**6e)** You can not get an artillery unit for dismantling a fort in this scenario. These forts are actually stockades with little or no artillery.

**6f)** \* There is a big misprint in Special Rule #4. All units move normally after the winter turn **except** the two neutral Indians in Owego. They are the units that you roll a die to move. Eliminate the sentence that starts "In 1779" and ends with "move freely in July".

**6g)** The only way Forts and Commerce counters can only be destroyed during the Winter turn is if the enemy forces stay in them throughout the winter.

**6h)** The note on play balance and adding Leader E to the Americans is for the first Tory and Indian scenario that appeared in the General, not for Bob Furney's much improved version that appeared in the BOARDGAMER.

**6i)** In Suggested Optional Rules #1, there is a typo. The word is may, not mat.

**7a)** In **Montcalm and Wolfe** add Leader **C** to **both** the French in Quebec and the British at AAAA45 at the start of the scenario.

**7b)** There should be a French fort at Quebec at the start of the game.

**7c)** Fort Edward is located at HHH38.

**7d)** The British start at and receive reinforcements at the island at AAAA45 not AAAA46.

**7e)** There should be a rule stating that Amhearst can only travel 5 MP's in a turn. Amhearst was a very cautious General.

**7f)** Rodger's Rangers should replace 1 BC as an Elite Unit.

**8)** For those who think that there are too many casualties in the Advanced Game Combat Results Table, with the 1/2 DE/AE and DE/AE results, I offer a new combat results table that has more retreats after combat and less units eliminated. It can substitute for the Combat Results Table if both players agree. Note, you will need a 10-sided die.

## Errata To The BOARDGAMER's Unofficial Guide To War At Sea

OK, This has been out over two years now, and I finally have some errata. Nothing major here, but they are presented for the reference of those who own this guide:

Page 11 Table 8 -- Instead of 443x3, the North Atlantic should contain 444x3. (The 443s are already in the Med.)

Page 18 next-to-last paragraph -- Instead of 4-4-3s, the South Atlantic should contain 4-4-4s. (The 4-4-3s are already in the North Sea.)

Page 26 Mediterranean Theater Section, Final Paragraph -- Instead of Gibraltar being at the "eastern" end of the Mediterranean, it is at the "western" end.

Page 36 Middle Column Bottom -- .32 should be .33

Page 48 March 23 comment -- "Bismarck" should be "Tirpitz"

Page 54 Ray Freeman March 28 -- "Down only 1 POC" should be "Down only 2 POC".

Page 56 Ray Freeman March 31 third paragraph -- "9:1" should be "8:1". (For every NINE attempts, EIGHT times one or both 225s make it, ONE time both 225s fail.)



## 1776 Revised Combat Resolution Chart

This revised Combat chart is being offered for those who felt the original Combat chart did not reflect the fact that most battles ended when one side broke, not when one side was eliminated. You need a 10-sided die for this new Combat chart.

Die Roll	Odds							
	1 – 3	1 – 2	1 – 1	3 – 2	2 – 1	3 – 1	4 – 1	5 – 1
-3	AE	AE	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR
-2	AE	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR
-1	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2
0	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1
1	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1	NE
2	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1	NE	DL2/AL1
3	AL2/AR	AL1/AR	AR	AL2	AL1	NE	DL2/AL1	AL1/DL1
4	AL1/AR	AR	AL2	AL1	NE	DL2/AL1	AL1/DL1	DR
5	AR	AL2	AL1	NE	DL2/AL1	AL1/DL1	DR	DL1
6	AL2	AL1	NE	DL2/AL1	AL1/DL1	DR	DL1	DL2
7	AL1	NE	DL2/AL1	AL1/DL1	DR	DL1	DL2	DL1/DR
8	NE	AL2/DL1	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR
9	AL2/DL1	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE
10	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE
11	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE
12	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE
13	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE	DE
14	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE	DE	DE

### Key Additions:

All notes are the same as the notes in the original 1776 Combat Results Table. This table adds the possibility of retreating to the choices. Usually when one side was defeated they tried to run rather than be killed or captured.

1) The retreating force must retreat to clear spaces first rather than wooded or swamps. There can never be enemy strength points in the hex you are retreating into and you can never retreat into any area the attack originated from.

2) You may never retreat over a Mountain hex or a class two or three river. If those are your only possible hexes to retreat into you must stay and fight.

3) You can never retreat from inside a fort.

4) When one side is forced to retreat, they lose an additional strength point when moving into the new hex as the rear guard buys the main force time to escape.

## World Boardgaming Championships Hall of Fame Update

Following is the current list of the elected members, as well as those eligible for election under the previous qualifications for the World Boardgaming Championships (formerly Avaloncon) Hall of Fame. This is a copy of the official list (which is kept Don Greenwood) found on the BPA website, and is based upon results of the 1991-2001 championship conventions.

### Current Hall Of Fame Inductees

5	Greenwood, Don	WBR, TVW (2), WRS, BKN, STH	135	1995
22	Reiff, Bruce	FBS (4), DIP, MMS (4), WPS (4), TBT, OW2, AUC (2), CDT (2), PGF, SMG (2)	618	1996
11	Gutermuth, Ken	AUC (2), S&B, MMS, TBT (2), CDT, BBS, SMG, WPS (2)	290	1997
7	Doughan, Jim	TPS (2), ROR, BKN (3), HRC	242	1998

### Hall Of Fame Qualifiers

7	Bellas, Joe	CDT, HCR (4), RTG, SLB	145	
7	Bender, Trevor	NWD, HCR, FSE, CVW, SCT, SIV, FTP	125	
12	Beyma, Rob	TRC (2), B81, 776, WAT (3), W&P (2), PZL (3)	190	
4	Cameron, Steve	ASN, DEC, FMR, GXY	195	
5	Coleman, Terry	MMS (2), TBT (2), A5A	108	
4	Cousins, Caleb	KRM, RKL, GUE, FI5	151	
6	Cousins, Sean	KRM (3), RKL (3)	183	
6	Coussis, John	LBG, WPS, PGF, ABN, ACS, DEC	374	
5	Cox, Randy	CDT, SSB, GR\$, FI5, GMN	105	
4	DeMarco, Tom	ADV, TYX (3)	140	
5	Dickson, Gary	TRC (3), TRC(e) (2)	117	
6	Emery, John	ATS (2), UPF (3), OW2	221	
2	Engelmann, Kaarin	TTA, SLS	223	
6	Evans, Phil	B81 (2), AFK, WAT, BWD, TRC	107	
2	Fortenberry, Gary	ASL (2)	260	
4	Fuqua, Jim	ATS, SOA, KRM (2)	122	
4	Gallulo, Doug	ACV (2), WBR, MED	180	
5	Giddings, Mark	830 (2), PPW, A5A, AOR	253	
4	Hebner, Rebecca	GR\$, IVH, MRA, TTA	231	
7	Heller, Randy	BWD, BWD(e), AFK, B91 (2), B81 (2), FSE	108	
2	Henning, Harald	MED, HWD	181	
4	Hickok, Charles	KGM, TVW, 812, SSS	118	
2	Jaeger, Jack	ABN (2)	190	
3	Johnson, Brad	DUN, SET, RRY	178	
8	Kilbride, John	EIS, GSR, BKB (3), RKL, E&T, ALD	335	
7	Koleszar, Steven	SOA (4), ACQ, TTN (2)	231	
4	Levine, Jason	STP, TOR, VNC, ELG	130	
2	Levy, Keith	HWD, FDE	167	
4	Lewis, Andy	SLS, WTP, SMG, MUS	130	
3	Mayer, Greg	NVW, MOV (2), GMN (3)	185	
9	McCarthy, Kevin	WAT, B91 (2), GBG (4), PPW (2)	120	
2	McGrath, Michael	ASL (2)	211	
3	McNay, Ewan	AOR (2), BRI	258	
10	Metzger, David	MUS (3), A5A (2), PGF, WSM, AHD, NLB, 812	233	
8	Monnin, Bruce	MMS, HWD, WAS (2), AUC, CMS, WBR, GMN (2), BGM	317	
6	Nicholson, Dennis	WPS, SPK, SLS, TBT, MMS, PGF	305	
3	Okonski, Steve	EPB, RBN (2), GMN	189	
2	Omolecki, Leonard	SLS (2)	208	
8	Packwood, Steve	776 (6), ACQ, WAS	124	
6	Passacantando, Bruno	SJW (2), RTG, SLB, TBT, GC3	106	
7	Pei, James	RFT, HWB, WTP, FTP (2), HRC, GXY	266	
4	Pfeiffer, Scott	BRI (3), MAH	199	
10	Rennert, Phil	PGG (6), WAS, OW2 (2), AHD	139	
5	Risner, Paul	B17 (2), SUB, WSM, JUN	108	
5	Rodgers, Gordon	BKB, FBS, GUE, EIS (2)	198	
2	Rothstein, Ken	ACV, ABN	152	
4	Sauer, George	KGM (2), AOR, AUC	176	
6	Seary, George	CVW (4), WTP, NAP	122	
10	Sincavage, Mike	ANZ (7), A5A, BFG, B&G	114	
8	Sinigaglio, Bruno	AFK (2), B81 (4), WAT, FSE	104	
4	Staab, Peter	SLS, TTA, BAT, CDT	268	
3	Stanley, Mike	CMS (3)	216	
6	Sutton, Brian	3R4, TTN, TT2 (3), TTA	343	
4	Thoen, Heikki	KGM, RBN (3)	191	
4	Wible, Will	DIP (2), KGM, GMN, BGM	142	
6	Wojtaszczyk, Kevin	GR\$, PGF, WZQ, MED, HWB, AUC	265	
5	Young, Bruce	ATS, UPF (2), MBT (2)	173	

#### Legend:

STH	= Service To Hobby
(e)	= email Event
GMN	= Top 6 GameMaster
BGM	= Best GameMaster
*	= Sportsmanship Award

### Hall Of Fame Gamemasters

Russ Gifford	1997
Glenn Petroski	1997
Kathy Stroh	1998



# My Week

## At The World Boardgaming Championships

by Alfred Wong

### Tuesday 9 AM Chicago

My company left everyone a voice-mail late yesterday afternoon to come in by 8:30 today, but I and some others came at our usual time. My company laid off 135 of us, including me.

This means my work address no longer works, so send all email to [alfrednw@juno.com](mailto:alfrednw@juno.com) instead. If you know anyone looking for programmers, especially downtown Chicago, please refer them to me or tell me about it (708-748-8869).

I attended the layoff meeting as long as I dared. I ran some to the train. If I left a minute earlier I might've caught the Midway El, as I saw a train leave as I climbed the stairs. It was four trains later until the next Midway El.

I ran some more in the airport, making it 15 minutes before departure. I was worried Southwest might shut the doors 10 minutes before departure, which many airlines do now. Dan Henry was waiting for me.

Our flight left and arrived on time. Roger Santagato met us at our gate and we took the light rail to Hunt Valley. We ate lunch at Friendly's on the way to Marriott.

Unfortunately I smashed some bananas in my bag while I ran. I cleaned up some at the airport and more in our room. It would take days for my socks to dry. I did manage to salvage two of the four bananas.

Instead of staying with John Coussis and Dan, Paul Siddhu decided to room with someone else. Roger and I shared another room.

### Tuesday 7 PM Circus Maximus

There were four boards in Circus Maximus, with nine racers on my track. With just eight lanes, the ninth racer took the spot of the first to move. Each racer's move order was random each turn. If the ninth racer was the first to move, I guess we would've had to choose someone else.

I chose two for my driver and two for my team speed. I rolled a five, the next-to-worst roll for team speed. This gave me a 6446 team for a speed of 22 after adding my driver modifier. I still was the fastest team.

But I rolled a one, the best for endurance, giving me 36. I could sure use them, because there were two heavy chariots in the race. The rest were lights and mediums.

My inertia die roll was the worst, costing me six movement points. But no one could attack me on turn one. I might've been attacked once on turn two, but I pulled away enough to avoid attacks on later turns. Someone may have attacked me one more time, but I was able to brake both times.

In the stretch, one guy who was waiting for me fortunately moved before me. I was able to burn enough movement to end up just behind another guy who was waiting for me. From this position, I was able to just cross the finish line without whipping, although I had plenty of endurance left.

This win put me in the finals Sunday morning. This was my kind of race, a boring runaway where I suffered no damage.

I was afraid I was going to miss the Gangsters heat, my team game. But fortunately it started an hour later than I thought. When talking with Glenn Petroski and John Sharp, John said he heard John Pack just talking about starting Gangsters. So I rushed upstairs and made it at 10:22.

### Tuesday 10 PM Gangsters

I moved second. My initial joints were Downtown Bus Station, (\$300), Ambassadors' Club (\$400), and Brykowski's Imports (\$400), using up my \$1100 joint allowance. I had to save \$400 from my \$2100 gang allotment so I could upgrade a blue joint on turn one, so I bought four Racketeers (\$1000), one Vamp (\$300), and two Thugs (\$300).

These were great joints! All were bonus joints. This meant a Public entering the

board by a subway could enter these joints in one move. And they were three different subways. Subway six reached Downtown Bus Station. Subway three reached Ambassadors' Club. Subway four reached Brykowski's Imports.

I started turn one with all three gang members in Ambassadors' Club. My first three turns were awful! Two of my gang were stuck in my start joint for three turns!

But Brykowski's Imports collected twice in a row from Public x3 (\$1200 twice), as the player after me didn't move him out. The same thing happened in Ambassadors' Club, but the payout was twice as much as I had upgraded it to a x2 joint.

I ended one turn with \$9700, so I would've won that turn if I hadn't bribed three cops for \$100 each. But I earned \$500 the next turn to qualify for the semis. The next closest player had three of the four joints needed for a red monopoly.

### Wednesday 9 AM BPA Meeting

I attended the meeting in Cafe Jay. We heard some news and the candidate speeches. I asked if the BPA had a long-term contract with Marriott and if board members had investigated other hotels, say closer to the airport. The BPA has a contract just through next year. Several people said they preferred to keep the convention in Hunt Valley. But they have looked around. The BPA had a bank balance of \$80,000, before some upcoming bills.

### Wednesday 10 AM Axis & Allies

My first opponent was Joe Powell. He took the Axis for 19 Industrial Production Certificates (IPCs). His put three infantry in Manchuria and two tanks in Kwantung. In my turn one Russian attack, both sides were sad in the Baltic as we missed totally three consecutive rounds. And I had both fighters there too! I finally won that battle and the Ukraine to earn 27 IPCs.

Germany's turn one hurt me! Both U.K. battleships missed. A fighter killed my Eastern Canada transport too. If my

## My Week At The WBC (Cont.)

battleships had just hit once, the U.K. might've risked building a carrier and transport. It turned out I could have. My sub and fighters killed his Mediterranean fleet. My bomber's hit turned out to be superfluous and would've killed his sub off England.

On turn 2, Russia had to move a tank into Kazakh to prevent a Japanese tank from blitzing into Russia. Germany's bomber killed it, so the U.K. had to put fighter there. Japan attacked Novosibirsk with one infantry, two tanks, four fighters, and a bomber against seven infantry. We both killed four units the first round. Japan kept on coming, losing one fighter each in the next two rounds. I did miss the last round, but this was huge for me.

Brain cramp one! I screwed up the U.S. turn two. Instead of taking Algeria with an infantry in French West Africa, I used it plus four infantry, a tank, a fighter, and a bomber to attack Western Europe's eight infantry, tank, and fighter. I missed that Western Europe had a red chip which was worth five infantry! I did kill seven infantry but lost everything.

We were in a rut when Germany moved ten infantry to the Ukraine and left one in Western Europe. The U.K. smashed both areas. The U.S. would've followed up by landing a fighter and six infantry in Western Europe, but Japan's desperation attack against Russia failed and Joe conceded on turn five.

### Wednesday 3 PM Axis & Allies

My second opponent was Kevin Keller. He took the Axis for 22 IPCs. This was the same bid we had last year, when I lost as the Axis. His put three infantry in the Ukraine and four in Eastern Europe.

My first turn was a disaster! Russia attacked Finland with three tanks and three infantry. I only got one hit while he got three! If I stayed I would lose my tanks. If I withdrew they would be exposed in Karelia. I withdrew and I put everything in Karelia hoping to get lucky. But the luck didn't change. My AA gun missed all six shots. Kevin hit better and I hit worse than average.

The U.K. had to suicide attack Karelia to weaken the Germans. We did kill four units, but that still left six tanks. On turn two, my AA gun missed six times again,

and Germany's six tanks, five fighters, and bomber took Russia.

### Wednesday 8 PM Axis & Allies

I got sleepy so I laid down about 7:30. I overslept and arrived 30 minutes late. Fortunately Dave Ketchum had just arrived from supper. He took the Axis for his third straight time for 15 IPCs. He used them to build a factory in French Indo-China Burma.

My Russian turn one Ukraine attack failed miserably! I lost all eight infantry while only killing two. A big help was when Germany based three fighters in Finland, letting Russia kill them on turn two.

Germany built aircraft each turn to rebuild its Luftwaffe. But now it was weak enough so when it attacked my navy, the attrition favored it slightly. Dave couldn't afford this.

On turn 3, Germany built two fighters and a bomber in Germany, which had one infantry. One of the U.K.'s fighters and its bomber were just out of range. But given the chance to end the game, I attacked anyway with two infantry, a tank, and two fighters. Germany got lucky. Its AA gun shot down both fighters! If I had won, the U.K. would've gotten Germany's 35 IPCs. But I started to squeeze Germany while holding Japan at bay. So Dave resigned at the start of Germany's turn five.

I got a big surprise. During our game Keith Erickson showed up. He's a fellow member in the Windy City Wargamers, but he gave no clue he was coming. Indeed this was his first time here. Too bad Paul Siddhu didn't know Keith was coming. Paul was also a fellow member before moving to New Jersey. He had borrowed a book that Keith had forgotten about.

### Thursday 9 AM Axis & Allies

My fourth opponent was Peter Ticola. He took the Axis for 18 IPCs. He put an infantry in Manchuria and five in the Ukraine. Learning from my mistake against Kevin, I added a fighter to my Finland attack. But it failed even worse! I still got only one hit, but Germany got four!

I withdrew to Karelia and put everything there. But I also withdrew my Far East

forces toward Moscow. Peter didn't attack Karelia.

I made up for the Finland disaster on Germany's and Japan's turns. In Germany's amphibious assault on Anglo-Egypt Sudan, I killed all four units without losing any! This let the U.K. sweep through French Equatorial Africa and Libya on its turn. The U.K. also killed his Mediterranean fleet.

Japan amphibious assaulted the Soviet Far East with a battleship and two infantry. The battleship missed and our infantry killed each other, so I kept my territory. Japan sent a sub, fighter, and bomber against Pearl. I killed all three units while losing just my sub. This let my Pacific fleet take the Solomon Islands, New Guinea, and East Indies.

I was able to build two Atlantic fleets and hold Germany and Japan at bay, so Peter resigned after Japan's turn four.

### Thursday 2 PM Axis & Allies

My fifth opponent was Rober Barnes. He took the Axis for 20 IPCs. With a 3-0 record as the Allies, he said, "This will be my first loss - as the Axis." He put two infantry in Manchuria, three infantry in Libya, and a tank in Algeria.

My Ukraine attack was a disaster again! I barely killed his six units. He killed all eight infantry and two tanks, so he kept the Ukraine. I had now had two awful attacks each in both the Ukraine and Finland in five games.

But he chose to lose his transport in the Baltic after we both hit once. This let my sub withdraw and my fighter kill his sub without risk.

On turn one, Germany attacked my Mediterranean battleship with a fighter, battleship, and transport carrying a tank. He missed but I didn't! So his battleship took the hit and he retreated. And my Eastern Canada transport killed his fighter while he missed!

Japan didn't attack Pearl. Its fleet stayed intact except for one stray transport caught by a bomber.

This was a tough game with forces building up on both sides. Gamemaster John Sharp adjudicated it in my favor after five turns. The adjudication system I tested at Winter War would've given

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## My Week At The WBC (Cont.)

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me the win too. People there needed more than half the board's IPCs (74). I had 84 to his 63 IPCs.

### Thursday 7 PM Axis & Allies

My last opponent was the last undefeated player, Pat Mirk. He took the Axis for 18 IPCs. He put two infantry each in French Indo-China, Burma, Manchuria, and Libya. I lost six infantry taking the Ukraine after he hit four times the first round.

Germany built four infantry and four tanks on turn one. Germany's battleship missed mine while I hit! With his transport's help, five infantry and four tanks attacked the Ukraine. I put up a good fight, killing all five infantry.

The U.K. attacked Anglo-Egypt Sudan with three infantry, fighter, and bomber. I killed his tank and two infantry. But he killed all of my infantry, so he kept the territory.

Japan sent its sub, carrier, two fighters, and two battleships to Pearl. It killed my fleet while losing its sub. It also took five areas: India; Sinkiang; China; Yakut S.S.R.; Soviet Far East. Russia made a mistake leaving one infantry each in Yakut and the Far East. I should've put everyone in Yakut. This would've saved two infantry and 2 IPCs.

The U.S. still attacked Japan's fleet with a transport, battleship, two fighters, and bomber. I killed his fleet. On the last round I had to choose whether my battleship or bomber should take the hit. I chose the bomber. This was a tough decision because a bomber is more mobile and useful, but a battleship is more expensive and protects a fleet better.

Brain cramp two! Unfortunately I messed up my builds. I built just two transports. If I put them on the East coast with my initial one, his bomber would have even odds against three transports. And that would leave my English fleet even more vulnerable. I needed to build four transports.

So I moved my initial transport to the English fleet and put one new one on the West coast and the other new one in the Gulf of Mexico. I should've put both on the West coast though.

Russia took the Ukraine and Finland on turn two, adding five more German tanks to the three killed on turn one.

Germany attacked the England fleet with four fighters and a bomber. He killed my sub, four transports, and battleship, but I killed all his fighters.

My battleship forced Japan to build a carrier instead of a factory to protect his transports.

This was where not having a second West coast transport hurt me. My battleship and transport wanted to go to the Solomon Islands. I didn't want to attack the island because it wasn't worth any IPCs, and if my battleship missed its bombardment shot, it would be an even fight with my two infantry attacking his one. But if I didn't attack, his bomber could attack my fleet and land on the Solomons, potentially costing my transport and two infantry.

Brain cramp three! So I went to Wake Island instead where I could land my infantry. But I missed that his fighters could reach there and land on his carrier. So I lost my fleet while killing at most one transport. With a second transport I could've had a tank and would've had no fear attacking the Solomons. Or I could've sent them to the Atlantic to help there.

Pat was willing to leave his German tanks exposed to counterattacks. He said he found it distracted Russia. For instance, his two remaining original and four turn one tanks attacked the Ukraine again on turn two. Russia killed them on turn three, killing all 14 German tanks existing to that moment.

Pat moved his Japanese forward the best I've ever seen. There was just one time when I killed a bunch of his units. I had trouble building my navy to attack Africa and Europe. So Germany and Japan were squeezing Russia, although Russia did a great job holding them off.

A crucial turning point was when the U.K. used six infantry, two tanks, and three fighters to attack nine infantry in Western Europe. His AA gun shot down a fighter and he killed me before I killed him.

This let Germany take Karelia while killing eight U.S. and four U.K. infantry.

If I could've walked them to Russia and/or the Caucasus, I would've had more defense and counterattack against Japan. And the game would've gone to adjudication.

The U.S. did take Western Europe, but now the U.K. had to attack Karelia. The U.S. would take Southern Europe but Germany would retake it. Japan by this time had built three factories and had at least 45 IPCs, letting it build nine tanks on the mainland each turn.

Japan eventually took Russia on turn eight. Pat hit better and I hit worse than average. If I had won this game I would've won the tournament with 67 to Pat's 62 points. I ended up 4-2 for the second year in a row. I improved to fourth from fifth last year. Joe Powell ended up second at 5-1, with his only loss to me.

### Friday 9 AM VITP

John Pack gave me my trophy for winning the King-of-the-Hill PBEM ladder. John (john@gameaholics.com, www.gameaholics.com) runs a Gangsters and three different VITP ladders. I highly recommend them.

My first opponent was Steve Packwood. He was second at 5-1 in this year's Midwest Open. His only loss was to me, but he easily could've won. His Allies held Indochina on turn 2. I was able to flip Singapore on turn 4, but his marine invaded Lae instead of the Philippines. Lae flipped back to me on isolation. The Philippines wouldn't have.

We played this game without adjustments too. I had a bad Pearl raid. My sub also missed in Hawaii. He rolled Saratoga into the Central Pacific (Great news!), but then also got group Z there too (Uh-oh!). Hosho missed. He sank Hosho and two 1+18 cruisers before retreating.

On turn two he put two land-based air (LBA) in Indonesia and one in the Coral Sea. I put four LBA in Indonesia and my turn two carriers. I killed one 027(2) carrier and put maximum damage on the other. I killed one LBA and damaged the other.

I went two zones, heavily attacking Hawaii and U.S. Mandate, with my marine in the Coral Sea. He beat me up

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## My Week At The WBC (Cont.)

in the Mandate but I flipped New Hebrides.

So on turn three I was able to put two LBA in U.S. Mandate and one each in Indonesia, South Pacific Ocean, Marshall Islands, and Coral Sea.

Steve was worried about my POC gain so he put two LBA in U.S. Mandate. He regretted not putting all five in Hawaii. I speed-rolled my turn three carrier into Hawaii. Steve's fleet had to help Hawaii. But he killed just three carriers while I killed four. In Indonesia, I killed both British carriers while he missed. In the Mandate, I killed both LBA while he almost did the same. One LBA survived with three damage to flag the Mandate. My POC went to the maximum of 29 and I had flags everywhere, so Steve resigned.

### Friday 12 PM Atlantic Storm

Because my game finished early, I was able to play this game. It was a low scoring five-player game. The winner dumped his hand four times and had 28 points. I had 23 points, just behind the second-place finisher.

### Friday 2 PM VITP

My second opponent was Alan Applebaum, a perennial champion highly ranked in the AREA ratings. My Pearl raid was much better than against Steve. I sank both cruisers and seven battleships. Tennessee escaped with four damage. He based his three available carriers in Australia.

On turn two, I repeated my LBA placement against Steve: four LBA in Indonesia; one in South Pacific Ocean; one in Marshall Islands. Alan put one each in U.S. Mandate, Coral Sea, and Marianas Islands.

I went two zones again, again heavily attacking Hawaii and U.S. Mandate, but with my marine in Hawaii. I got night in Hawaii, letting me flip Johnston Island and kill suicide carrier Enterprise. I flagged the Mandate after killing his LBA there. In the Central Pacific, I only put maximum damage on Lexington while he sank Junyo. My marine leaked through at night and flipped the Philippines.

Alan regretted not hitting me in U.S. Mandate or Marshall Islands. As he put

it, he had the perfect block opportunity with three patrollers in the Marshalls. But controlling the Marshalls would've been less effective as I did flip Johnston Island. My flags split his forces with the bulk at Midway and three functional carriers in Australia.

On turn three, I flipped Pearl and almost flipped Samoa. I should've had more sure patrollers in U.S. Mandate, although Alan may have put some LBA there if he saw more than three patrollers. I should've had more anyway as just one of six battleships passed its speed roll. At night, five cruisers and two four-shot battleships disabled my patrollers.

Alan controlled Indonesia on turn three as I put all six of my LBA in Hawaii. So on turn four I went for night so my sub could shoot at a carrier and improve my odds of flagging Indonesia. Perhaps I should've risked day so my LBA could shoot at his marine. As it turned out, my sub could've killed his one marine who had survived my Pearl air raid with maximum damage. Instead I just damaged a U.S. carrier. His Philippines base would give him hope and cause me problems.

Brain cramp four! I made a big mistake on turn six. Two of my marines leaked through in the Marianas to flip the Philippines. So I didn't worry about his marine in Indonesia and my LBA shot at the British. But I missed that he could safely take Lae!

So I missed my third opportunity to end the game early! It could've been turn three if I had flipped Samoa. It could've been turn four if I had saved the Philippines. It could've been turn six if I had saved Lae. As Alan said, I was just prolonging the agony.

On turn seven, I put LBA in the South Pacific, Marianas, and Hawaii to draw forces away from Indonesia, where I placed the other three with the bulk of my forces. I was thinking about saving everything for turn eight, but with the flag I was hoping to get night so one of my two marines could flip Lae. But it was day and we had a bloody battle. Alan did let my first three LBA retreat at night, which helped my turn eight defense of Japan.

On turn eight, Alan didn't have enough night forces in Indonesia and let my

marines flip the Philippines, knock out his LBA, and deny him a point in the Marianas.

But the crucial battle was in the Japanese Islands. I patrolled despite the fact I only had to keep the area neutral. My four LBA were tough! They didn't die while removing his carriers.

### Friday 7 PM VITP

My next game would be against Dan Henry, but I got gamemaster Glenn Petroski to re-pair us as Dan and I were on the same team and VITP was Dan's team game. Mike Kaye objected strenuously and continuously. But the yearbook did say we should tell GMs to avoid playing teammates if possible.

Dan beat Casey Adams and John Pack. I beat Steve. These were the first, third and second place finishers in this year's Midwest Open. I didn't know that Frank Gradke had given Glenn next year's admission to the Midwest Open to anyone who beat the top three finishers. He was tired of Minnesota guys (Casey, Steve) taking home so much wood. I guess Dan got free admission to 2003 too.

My third opponent was Mike Day, a new one for me. His Japanese deployment was certainly different on turn two. He had just his marine, sub, six fast cruisers, and Hoshio in the Central Pacific. His six battleships went to Indonesia. His four battlecruisers, five 1+27 cruisers, remaining cruisers, and eight carriers went to Hawaii.

He split his attack on the British battleships and LBA. This almost cost him as he didn't kill my LBA after two rounds. He did on the third round before I could run.

Brain cramp five! On turn two, I put one LBA in the Marianas and my British battleships in Indonesia. His marine went to Indonesia but I didn't send my British carriers to disable it and save the Philippines!

It didn't matter. Except for Hawaii on turns two and three, and U.S. Mandate on turn five, he didn't challenge my patrollers in my home areas. All his carriers couldn't reach Hawaii on turn three because of his basing, so my six LBA saved Pearl.

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## My Week At The WBC (Cont.)

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We battled in the South Pacific on turns four through six. Each time I repelled his marines trying to take Guadalcanal. On turn six he disabled a marine to Truk instead of Lae. This let my marine take Lae. His perimeter was also wide open so he resigned.

### Friday 11 PM Gangsters

My semis opponents were Mike Anchors (The Nose), Mark Love (Ladykiller), and Kevin Wojtaszczyk. I moved last. My initial joints were the yellow \$200 joints: Greenwood Park; Franklin Hostel; Serva's Market.

This was a frustrating game. Mike got Public x3 into Martin & Son Carriage Repair. Mark, operating on little sleep, left it there on his turn. I had to forgo a six Vamp die roll (costing me \$600) to move it out so Mike wouldn't earn another \$1800.

I upgraded Greenwood Park to x3, but could never get any Publics into it or Franklin Hostel on a bonus roll. Public x3 and later another Public were around Greenwood Park, but I could never get them in my joint.

Because of Mike's early lead, our Vamps hit his Racketeer repeatedly. We eventually killed his Racketeer and Thug. So Mark eventually won the game with three of the four joints needed for a red monopoly. Kevin ended up second with \$7000.

### Saturday 9 AM VITP

My fourth opponent was another new one for me, Bryan Eshleman. Brain cramp six! After patrollers I skipped right to the Pearl raid. Bryan was sporting enough to let me redo the skipped steps. My Pearl raid was good enough that I was able to shoot at his LBA on the second round with four shots and kill it!

On turn two, I attacked Hawaii and U.S. Mandate heavily as he didn't patrol the Marshalls. He attacked in the Mandate. On round one he killed just one carrier at night, but he disabled my marine. I disabled his two patrolling battleships. He just had one or two battleships left, so I stayed. This was a big mistake as he got night again! He killed two carriers this time. His also hurt my other ships more than my supposedly better ships hurt him. On round three he

wanted and got day! My four shots missed but he didn't! He then chewed me up in the chases.

As I wasn't strong enough to flip Pearl on turn three, I went very strong in U.S. Mandate with my marine again. I flipped New Hebrides, letting me put all six LBA along with two carriers in the Mandate on turn four. He matched it with just five of his seven LBA, two carriers, and two marines.

Two of my marines in the Coral Sea got through to reinforce New Hebrides. I flipped Samoa but it was closer than it should've been.

I had just three LBA on turn five. I put one LBA each in U.S. Mandate, Marshall Islands, and Indonesia. My fleet controlled the Central Pacific. This let me block his big turn six reinforcements.

He patrolled lightly on turn seven. This let me make U.S. Mandate and Marianas Islands neutral. But the killer was Japanese Islands. I couldn't get night with the flag so my battlecruiser could shoot at his lone patrolling cruiser. Facing just two carriers with six air power, my LBA shot at and missed the four banger. His six shots killed my LBA, denying me a chance to clinch the game.

He patrolled lightly again on turn eight. I just needed to make Japanese Islands neutral, but I controlled them to win.

### Saturday 2 PM VITP

Dan and I finally had to play each other. I joked to fellow teammates and Windy City Wargamers Dan and John Coussis that I was being a good wingman, but now too good! Dan won this tournament when it was AvalonCon.

We played without adjustments. I really didn't want to go past a 5 POC bid, but I did and Dan took the Allies for 5.5. It looked good as Dan rolled three cruisers and a carrier into the Central Pacific. Hoshio killed the carrier while Dan missed! I killed at least two of his cruisers in the chase rounds.

Brain cramp seven! I don't know what I was thinking as I went one zone for the first time this tournament, mainly attacking Hawaii. I put three LBA in Indonesia, one in South Pacific Ocean, and two in Marshall Islands. Hoshio

backed up the Marshalls. Akagi and Kaga backed up the South Pacific. Dan threatened the block with two patrollers in the Central Pacific and three in the Marshalls. He put one LBA each in Marianas Islands, South Pacific Ocean, and Coral Sea.

In a three zone attack, even without speed rolling my turn two carriers to Hawaii, I would be down just one carrier to his four, though admittedly down more in air power. But in a two zone attack I would match his air power. If my marine accompanied one of my two heavy groups, he would either have to send a suicide carrier or duke it out and suffer attrition. And if he fought in his home area my LBA would control South Pacific and the Marshalls.

Unfortunately Dan got the Marshalls block. His four carriers killed Hoshio and an LBA while Hoshio, two LBA, and my sub could only disable one carrier. So I ran.

I had just one patroller in the Central Pacific, a mistake if I was going one zone. Dan got night against my +2 roll modifier and disabled it, saving Midway.

I did flip Johnston Island, but this meant all carriers not in Hawaii on turn two had to speed roll there on turn three. On turn three I put all five LBA and my fast carriers in Hawaii, while patrolling the Marshalls strongly to prevent its bases flipping. This let Dan control Indonesia and make South Pacific neutral. I flipped Pearl, but his LBA hurt my carriers, leaving me nothing to air raid with.

I now had to save Singapore on turn four. I decided to risk using just four LBA there as I wanted to use 2 to hold Hawaii, with my fleet holding the South Pacific.

Dan attacked Indonesia with four U.S. carriers (Wasp made its speed roll) and three British carriers including Hermes. My sub missed and my LBA could only disable Wasp in the first round. In a later round I could only damage a U.S. carrier one point. This really hurt because two LBA would've faced just his British. Dan killed my LBA to flip Saigon, so I resigned.

Dan would've had a great game even if I had saved Saigon. He kept punching holes in my perimeter. I was scrambling

## My Week At The WBC (Cont.)

to plug them. And his LBA were much better than mine. For instance, on turn four my marine didn't take Guadalcanal right away to bounce his lone LBA. My carriers should've killed it easily in round one. Guess again! One carrier died in each of the first two rounds until I killed it in round three.

### Saturday 7 PM Adel Verplichtet

My sixth VITP opponent was John Pack, also highly ranked in the AREA ratings. But Adel Verplichtet is one of his favorite games. He taught this to some of us during a break at this year's Midwest Open. I liked it, so we rushed upstairs to play this instead.

I finished second, fifth, fourth, and first in the four heats to earn 12 points. This wasn't good enough to qualify but John made it to the finals. John won the tournament while I played a pick-up game of Atlantic Storm.

### Sunday 1 AM VITP

We got in some turns during breaks of Adel Verplichtet. John had his usual great Pearl raid against me. He even killed my LBA with two shots on the second round! John attacked me heavily in Hawaii and U.S. Mandate, with his marine in the Mandate. As usual, both his turn two carriers made their speed rolls to Hawaii.

I tried a new defense. My fleet and one LBA contested Hawaii on turn two. Unfortunately my carriers did worse than his and he still had two left. But eventually the only air power left was my LBA. This didn't scare his fleet which stayed. So even though my LBA sank two cruisers, his fleet chewed me up during nights. So I flagged Hawaii at the cost of high attrition.

I now had to save Samoa and ideally Guadalcanal from flipping. He put two LBA in Indonesia and four in U.S. Mandate. I put one LBA in Hawaii to prevent him from just walking in and air raiding a repairing carrier. I put my other five in the Mandate. I sorely wanted to put one in the Coral Sea to save Guadalcanal, but Samoa was more important.

John split his fleet between Hawaii and U.S. Mandate. My fleet with both marines sailed in the Mandate. I got

night so my marines flipped New Hebrides! Now I really regretted not putting one LBA in the Coral Sea. In Hawaii, my LBA missed but his carriers didn't. And they killed my repairing carrier.

On turn four, both John's marines got through to flip Dutch Harbor and Attu. But I couldn't get through to Guadalcanal. His LBA missed in the Coral Sea, but his sub hit its 1/6 shot to disable my marine!

I now faced a solid perimeter with a weakened fleet and no advanced bases. We played eight turns but John had an easy win. I got to bed around 4:30 AM.

### Sunday 8 AM Armistice Meeting

I neglected to put my rating form in the box by Saturday night, so I wasn't in the running for the excellent door prizes. John Pack gave Nick Markevich his trophy for winning the single elimination PBEM VITP tournament. About five teams wore special T-shirts for the uniform contest. The California team (all VITP players) naturally had a motto saying, "We'll knock your lights out!" The winners had a picture of a bandoleer. Two of them even had sombreros to go with their name of Beltway Banditos. Don Greenwood announced this was his last con in charge. We got out early, which apparently was a change from past meetings.

### Sunday 9 AM Circus Maximus

The final had eight players. I chose a two driver and two team speed again. I lost the race in the setup when I rolled the worst possible for team speed. A six gave me a team speed of 7435, which meant 21 after adding my driver modifier. There were six light and two medium (white, gold) chariots. As one person said, in this race the mediums were heavies.

The mediums attacked everyone they could. They attacked me as much or more than anyone else. White ended up in front of me twice to force me to burn three movement points to sideslip him. The first one was my fault as I forgot to increase my speed to 21 after going 20 in the corner. But he wasted a movement point to block me the second time.

The only serious damage was one dead horse caused by gold. Gold even attacked the guy again. The guy with the now three-horse team started to attack white. White complained saying he left the light alone. I had no sympathy because white was dogging me even though it was obvious I had no chance.

The only other damage were wounded horses and wheels. I had two points on my left wheel. But no one flipped because of wheel damage.

With one lap to go I exceeded the speed limit in the next-to-last curve. I went speed 21 in the eight lane, putting me on the worst column (9+) on the corner strain chart. I would've been fine on 11 or less on three dice, but I flipped.

Two things were in my favor. My driver started with the maximum number of hits (10). I still had two endurance points left so my horses would not lose one point of speed each turn.

It didn't look good when I suffered the worst damage of three hits that turn. But I took just one hit each on the next three turns. I was sure to cross the finish line alive with four hits left! But for fun I rolled damage again and suffered one hit again for the fourth turn in a row!

This was the best job of sand surfing I've ever seen. Surfing a whole lap earned me fourth place. And I've got the burns to prove it! In contrast, one guy went for the win by deliberately flipping in the last curve. Alas, with one guy ramming him, he died just short of the finish line.

### Sunday 1 PM

I played a pickup game of Atlantic Storm and two of Battle Line. In the first Battle Line game, Roger, Dan, and I tied. I won all three hands versus Roger. Roger won all three hands versus Dan. Dan won all three hands versus me. In the second game, Roger and Dan tied by winning four hands each.

### Sunday 5 PM Homeward Bound

John drove Dan, Roger, and me to the airport via I-695. The light rail took time, but the car took some time too. John was worried that the weather would delay his flight for the fourth year in a

## My Week At The WBC (Cont.)

row. I could see why when I saw the wet ground when we left the hotel. But the sky was clear. At least for Dan and me, we left and arrived on time.

Baltimore/Washington airport had some displays including parts of a 737. The cockpit glass was strange. We could see the inside clearly looking from the outside. But the glass looked frosted when we looked from the inside. Perhaps the light on the blank wall and

the plastic separating us from the cockpit made the glass look blurry.

I stopped by my office hoping to go through my stuff and call home. But my company had invalidated my key card. While walking past the Art Institute on my way to the train station, I looked in a Bennigan's and saw a former coworker who was on my team! She was another layoff victim.

So reality was bookends to my fun and games. But I still had a great time despite this and the usual uneven temperatures at Marriott. I highly recommend the WBC for its organization, variety of games, and quality of competition.

This was my first Southwest flight. The leg room was fine, they told jokes, and they had the lowest price. I saw why they make money and people rate them highly.



## BOARDGAMER Back Issues

Each back issue is available at a cost of \$4.00 apiece. If ordering in quantities greater than one, each additional issue costs \$3.00. Extra charges apply for delivery outside of the USA.

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**Volume 1, Issue 1** - Avaloncon 1995 (N), Assassin (S), Panzer Leader (Sc), AREA News (N)

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**Volume 3, Issue 1** - Squad Leader (N, S, Sc), We The People (S), Tokyo Express (H, V), Britannia (V), Avaloncon 1997 (N), Panzer Leader (S), AREA News (N)

**Volume 3, Issue 2** - Third Reich - 4th Ed (S), Wrasslin (V), Title Bout (N), 1776 (V), Victory In The Pacific (V), Across 5 Aprils (SR), AREA News (N)

**Volume 3, Issue 3** - Third Reich - 4th Ed (S), War At Sea (S), Russian Front (S), 1776 (Sc), Assassin (V), Panzerblitz (R), March Madness (SR), Victory In The Pacific (N)

**Volume 3, Issue 4** - Raid On St. Nazaire (H, V), Third Reich - 4th Ed (S), Luftwaffe (V), Victory In The Pacific (SR), Panzerblitz/Panzer Leader (Sc), Avaloncon 1998 (N)

**Volume 4, Issue 1** - Atlantic Storm (V, Sc), Here Come The Rebels (S), Patton's Best (V), Guns Of August (Sc, V, R), Third Reich-4th Ed (S), 1776 (SR), Avaloncon 1998 (N)

**Volume 4, Issue 2** - Advanced Squad Leader (SR), Russian Front (V), London's Burning (V), Diplomacy (S), Peloponnesian Wars (V), Victory In The Pacific (N), Circus Maximus (V)

**Volume 4, Issue 3** - Bitter Woods (S), Up Front (V), Victory In The Pacific (N), We The People (S), Main Battle Tank (R, Sc), Tyranno Ex (V), War & Peace (Sc), Breakout: Normandy (SR)

**Volume 4, Issue 4** - Breakout: Normandy (SR), Panzerblitz (Sc), Successors (Sc), Mustangs (N), Attack Sub (V), Hitler's War (V), Third Reich - 4th Ed (N), WBC 1999 (N)

**Volume 5, Issue 1** - Age Of Renaissance (S), Third Reich - 4th Ed (S), Geronimo (S), Roadkill (V), Bitter Woods (SR), WBC 1999 (N)

**Volume 5, Issue 2** - Bitter Woods (SR), Successors (V), Maharaja (V), ASL (S), Stellar Conquest (V), Up Front (V), WBC 1999 (N)

**Volume 5, Issue 3** - Pacific War (V), Roadkill (S), Win Place & Show (N), Axis & Allies (V), Breakout: Normandy (Sc), Jutland (V), Third Reich - 4th Ed (S), Siege Of Jerusalem (R), 1776 (V), Victory In The Pacific (N)

**Volume 5, Issue 4** - Advanced Third Reich/Empire Of The Rising Sun (A), Successors (V), March Madness (V), Guadalcanal (Sc), Atlantic Storm (SR), Up Front (H, Sc), War At Sea (S), AREA News (N)

**Volume 6, Issue 1** - Successors (S,V), Solitaire Games (N), Blackbeard (V), Guadalcanal (Sc), WBC 2000 (N), Victory In The Pacific (A), War At Sea (V), AREA News (N)

**Volume 6, Issue 2** - Paths Of Glory (V), Fleet Series (V), Hannibal: Rome vs Carthage (Sc), Up Front (Sc), Atlantic Storm (A)

Key: (A) = Analysis; (H) = History; (N) = Narrative; (R) = Rules Clarifications; (S) = Strategy; (Sc) = Scenario; (SR) = Series Replay; (V) = Variant

# Your Editor At The WBC

## Ignore The Family; Play The Games

by Bruce Monnin

I once again made the annual pilgrimage from western Ohio to Hunt Valley Maryland to participate in the mecca of competitive gaming, the World Boardgaming Championships. One thing was different this year as the family came along. One thing was made perfectly clear. I was at my family's disposal until 6 PM Tuesday afternoon. After that I was unavailable until Sunday afternoon. I was even able to make that stick, for the most part.

I started off right away Tuesday night by running the training session for Auction in Jay's Café (*my family went to the pool*). I heard good and bad comments about how the training sessions worked, but for me it worked very well. I had three active learners and 3-4 others lurking in the background. Afterwards, about 4-5 of these players followed me over to the Auction mulligan round.

I ran Auction with a mulligan round for two reasons. One was to provide an extra opportunity to play for those who desired it. The other was to use the mulligan round to try out an optional rule. This year it was the Enforced Rainbow rule, which required players to discard anything in excess of two cards of any set after the initial deal. It worked out well and will be used during the entire tournament next year. I personally went down in flames and did not advance.

Amazingly, all the Auction games finished in a hour (a rare occurrence in past years) and I was able to get to Galaxy: The Dark Ages. Their I had both a successful and very enjoyable game (thanks to the fun people at my board) and advanced to the semifinals. I finished the night by winning my board at Win Place & Show to advance to those finals.

Wednesday morning was the BPA Annual meeting (*while my family went to visit Baltimore with my wife's college roommate*), where I was able to listen to many of the board candidates speak briefly. Then I went to defend my title in March Madness. I was placed in a first game rematch of last year's finals, but this time Dennis Nicholson's 11 seed upset my 6 seed and eliminated me from contention (Dennis eventually rode

this team all the way to the tournament plaque).

Wednesday afternoon I stopped in briefly to check out the Panzerblitz tournament before moving on to the Auction tournament. I again lost, but the semifinals and finals were tight games and enjoyable to watch. I finished the night with another heat of Galaxy (finished 2nd) and Greed, where I reached the position I wanted of being able to knock Ken Gutermuth off the bubble, but failed miserably in the attempt.

Thursday was War At Sea (*my family went to Washington D.C. to see the sights with my brother*). I went 4-1, my best record since 1993. I failed to advance to the single elimination portion, and finished 6th in this 5 plaque event. I then had time for Wrasslin Tag Team, where Jeff Mullet and myself defeated Jeff Finkledy and daughter before succumbing to the mighty Dolan boys. Pro Golf ended the night as I played as poorly as the boys (and girls) from GMT games who were in my group, though I did stay up until almost 3AM helping as the Skins Game was played on my home course in Minster Ohio. Ken Gutermuth was the bridesmaid for the 8th consecutive year, advancing to the Skins Game but failing to win as Dennis Nicholson took another plaque.

Friday I ran Across Five Aprils. After three rounds of Swiss competition, I made the semifinals. I thought I had that game won easily, then my entire position collapsed in the last two turns and I was eliminated. I finished 4th in this 3 plaque event (I see a trend here). (*My family showed up about this time. They were supposed to spend the night in D.C. and return Saturday, but they were hot and came back for the hotel pool.*) The final was once again a tight affair, being decided on the last turn of the game. Late night was Decathlon, where I was once again eliminated by faulting three times at the long jump, though at my board John Coussis managed to put together a stellar performance and take home the plaque.

Saturday started with the Galaxy: The Dark Ages semifinal where I was edged

out by Kaarin Engelmann. Unfortunately, I was 5 minutes late for the start of Naval War, so I did something different and ate lunch. After a short nap and spending a little time with my family (*I caved in a little here, but they then took off and spent the evening with my wife's former college roommate*), I went to Battleline. I went 5-0 in the preliminaries, but then went 1-2 in the next round (including another tight loss to Kaarin Engelmann). That got me out just in time to reach the Win Place & Show finals, where I was utterly unsuccessful, though it was fun to see Reiff, Gutermuth and Tucker challenged by some new entrants from the ASL ranks who had worked out a statistical analysis of the horses in each of the races. Ken Gutermuth still managed to pull out the win.

Between the 5th and 6th races, I managed to sneak out to Café Jay for the Charles S Roberts Awards, where my magazine, The BOARDGAMER, won the award for Best Amateur Wargame magazine for the second time. Though I missed the actual announcement, it was still a moment of great pride and satisfaction. My thanks to all who voted for The BOARDGAMER. The night then ended with Slapshot, an event that should be attended if only to watch Keith "The Voice Of Slapshot" Hunsinger perform the reading of the rules. (*My family showed up here again, so I had my youngest daughter play one game, which she won for me*). I actually made the playoffs at my board this year before being eliminated, though I did manage to win the Stuart K. Tucker Memorial "I Got Pucked" award at my table. I still need to purchase a frame.

Sunday was an early morning with the 7AM worship service (*my family came, though my youngest daughter slept through most of it*), followed by the 8AM After Action meeting. This meeting was much shorter than usual, as after Don Greenwood announced that this may be his last year as convention manager, everyone's usual little complaints seemed insignificant by comparison. I think I know what the Board of Director's first order of business will be this year.



## Your Editor At The WBC (Cont.)

Next was Enemy In Sight. I went against normal convention by taking an early lead and seeing if I could hold on. It looked like it was working, until at the end of the last round the second place player managed to achieve a 50-50 chance at capturing a ship for the win, which he proceeded to successfully roll. I was a bridesmaid once again.

Finally was the Wrasslin Battle Royal (also known as the last wood of the week). I was one of 5 wrestlers to advance from my board in the preliminaries, so while the other prelim was finishing up we decided to do like on Survivor and eliminate the 5 from the other tribe before turning on each other. *(My family again showed up, so I had my 4 year old daughter and 7 year old daughter stand with me while playing.*

*Who could ever attack someone with such cute kids with him?)* There was also a fellow Ohioan from the other board who advanced who I reached an understanding with. As the final started, the group ganged up to eliminate two of the Dolan family quite early. Then our tribe turned on one of our own to eliminate young Ray Stakenas from the event. I used my automatic win specialty to later eliminate a rather large wrestler from the board, and rebuilt my hand until there were 4 wrestlers left, three from my original board and the other Ohio fellow, George Sauer. I tried to lay low as the other two went after George, but had to chip in a little to avoid being obvious. When George was about eliminated, I turned on one of my allies and nailed him with my specialty. George was then finished off, and it was

down to two. I eventually drew another specialty card from the deck and used it to secure the victory. I had my plaque, but probably only because I drew 4 specialty cards in the game and the other 9 players never drew any.

In total, I played 31 games in 13 different events during the week. My 7 year old discovered the room where the junior games were being played and has shown her first interest in learning daddy's games. I may have to bring my girls back in a couple of years. I'm thinking of volunteering to run Candyland Jr. My main regret was that I could not work in any more March Madness, and that I did not work in Battle Cry and Circus Maximus at all. Maybe next year!



## WBC Early Reports

### Some Highlights From The World Boardgaming Championships

by WBC GM's

*Here are some of the highlights from a couple of tournaments at this year's World Boardgaming Championships. For all the details, check out the 2002 WBC Yearbook, or follow the results as they are posted on the BPA website: [www.boardgamers.org](http://www.boardgamers.org).*

#### ACROSS FIVE APRILS (GM: Bruce Monnin)

14 players participated in the Across Five Aprils tournament. Though the turnout was down two from last year, the field quality was higher than ever, with several past champions and runner-up finishers making return appearances.

The tournament again followed the format where a play played either the Union or Confederate side throughout the tournament, with the top two players from each side advancing to the single elimination semifinals of Pea Ridge. A few changes were implemented this year, including all games of Bentonville using a common chit pull on turn 1 to reduce to variation between games, and the Bull Run scenario being modified to include a 4th objective hex (the crossroads behind the Stone Ridge) and Union victory conditions being increased by one objective hex.

The first scenario played was Bentonville, where the Rebels dominated with a 6 – 1 record (5 were CSA decisive). This brings the overall Bentonville record to 69-34 (1 draw) (67%) in favor of the Confederates. Brian Conlon achieved the only victory with the Union.

The next scenario was Bull Run. Even with the modified victory conditions the Union still won 5 of the 7 games (both CSA wins were decisive; while the Union wins included 1 decisive, 2 substantial and 2 marginal). This brings the overall Bull Run record to 86-36 (47 draws) (70%) in favor of the Union. David Metzger and Mark Miklos achieved the two Rebel victories.

Pea Ridge was used for the 3rd round, as well as the semifinals and the finals. In a slight reversal of historical trends, the Union won 7 of the 9 games played (both CSA wins were decisive; two of the Union wins were decisive and the other five Union wins were substantial). Both semifinals and the final were Union substantial second day wins. This brings the overall Pea Ridge record to 62-59 (51%) in favor of the Union. David Metzger and Bruce Monnin won the two decisive first day Rebel wins.

The top Rebel player in the prelims was David Metzger, who defeated Rick Young decisively in Bentonville, defeated Brian Conlon decisively in Bull Run and defeated George Young decisively in Pea Ridge. Bruce Monnin was the other CSA player to advance, defeating Scott Marcotte decisively in Bentonville, suffering a marginal loss to Dave Ketchum in Bull Run and decisively defeating Dewayne Curry in Pea Ridge.

The top player on the Union side was Rick Young, who lost decisively to David Metzger in Bentonville, achieved a substantial victory over Mike Nagel in Bull Run and won another substantial victory over Mark Miklos in Pea Ridge. Dave Ketchum also advanced from the Union side, losing decisively to Bill O'Neal in Bentonville, winning a marginal victory over Bruce Monnin in Bull Run and defeating John Poniske decisively in Pea Ridge.

The first semifinal featured two quick players. Bruce Monnin strayed from his usual all out assault on the Ujion HQ and took Leetown on turn 6. Some of McCulloch's units leaked out to the East just as Price's forces broke the Union line and took the Union HQ while surrounding most of the eastern Union forces. Rick Young managed to retreat

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## WBC Early Reports (Cont.)

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through the surrounding Rebel ZOC's and reorganized in time to retake the Union HQ on the last turn after previously wiping out the Rebel forces in and around Leetown. With his forces shattered, Bruce conceded the second day substantial Union win to Rick.

The second semifinal featured David Metzger's Rebels advancing rapidly, taking Leetown early and threatening Dave Ketchum's Union HQ. The Union counterattacked the overextended Rebel forces midway through the first day, retaking Leetown and driving on Elkhorn Tavern. The Union forces reached to within 3 hexes of Elkhorn Tavern before the Confederate forces stiffened and held back the Union forces until the end of the day. With his advantage from the prelims, forcing the second day was enough for David Metzger to tie Bruce Monnin's semifinal performance and advance to the finals against Rick Young.

The Pea Ridge finals between David Metzger's Confederates and Rick Young's Union forces was a tight affair. The game started with Rick's 24th Missouri (0-1-4) unit surviving numerous Confederate attacks, stalling the east wing of the Rebel advance before finally succumbing on turn 5.

In the west, the Confederates took Leetown on turn 5, but had to retreat to deal with Union cavalry that had reached the Rebel rear. On turn 7 David abandoned the Leetown area for good and headed east, finding a small gap in the Union line near the Union HQ. Day 1 ended with the Confederate force reaching to within 3 hexes from the Union HQ and Union forces within 3 hexes of Elkhorn Tavern. One Union and two Confederate forces were surrounded at the end of the first day.

The second day saw the Union forces stalled, largely as a result of the Confederate forces on the west flank which came from the Leetown area. In a daring move, Rick surrounded these Rebel forces and eliminated them through a series of low odds attacks, thus freeing the route for the assault on Elkhorn Tavern (at the cost of several units lost in the attacks). The Union advanced continued to press in on Elkhorn Tavern, taking this last objective hex on the last turn of the game to secure the plaque for Rick.

### PACIFIC VICTORY (GM: Barry Smith)

Pacific Victory aka "Blocks in the Pacific," made its debut at the WBC with a strong show of player support. The 1943-45 scenario was played using version 1.2 of the rules, which were released just the previous week. Sides were determined by a secret bid of the number of supplied production points (PPs) needed for a Japanese win at game end, with the high bidder commanding the IJN. Bids ranged from a low of 4 to a high of 10 PPs. The overall average bid was 7.9 with winning bids averaging 7.7 and losing bids averaging 8.1 PPs.

In the first round the average bid was 8.4 and the Allies won 5 of the 9 games played. By the second round, the average bid dropped to 7.5 and the Japanese won 3 of the 4 games played. The top 4 players then advanced to the third (semifinal) round. In one semifinal match, Tom Cannon's Allies reduced Peter Muenker's Japanese PPs below Peter's 7 PP bid for the win. Meanwhile, Scott Marcotte's Japanese held on to 9 PPs and won vs Tom Pavy's Allies. This set up the finale of Tom Cannon vs Scott Marcotte. Interestingly, both players reached the final round via alternate paths. Tom got 2 of his 3 wins playing the Allies with an average bid of 5.3PPs. Conversely, Scott got 2 of his 3 wins playing the Japanese with a bid of 9 in all three games. Thus, the best Allied player would meet the best Japanese player in the final.

To nobody's surprise, Scott bid 9 to Tom's 6 in the final round. The final round started off with Tom's Allies gaining the initiative (and moving second) during the first 3 turns. Tom's Allied forces took Tarawa, Palembang, Rabaul, and Kwajalein with little opposition from Scott's IJN. Tom again gained the initiative in the fourth (MAR44) turn and by moving first, moved a strong US fleet (that had regrouped from a battle at Midway to the hex south of Dutch Harbor during the previous turn) into Tokyo. He also supplemented this with a CV raid from Pearl Harbor. Since most of Scott's IJN forces could not reach Tokyo during this turn, all he could do was take the unfavorable attrition and retreat. Tom also retreated after the battle as he couldn't blockade Tokyo due to the supply situation. In the JUN44 turn,

Tom again won the initiative and after a battle at Marcus that sank an IJN cruiser force, regrouped to the hex southwest of Kwajalein and blockaded Wake. In the SEP44 turn, Scott finally won the initiative, but had to move first to block the many holes in his line of patrollers that Tom had destroyed the previous turn. Scott set up 3 six block fleets in Truk, Manokwari, and Saipan and said to Tom, "Come and get me!" Tom did just that by attacking Truk with a strong naval force of 3 CV, 1 BB, and 2 CA blocks. He also invaded Davao, and Lae, and blockaded Hollandia, Peleliu, and Saigon with subs. In the first big battle of the game, Tom had his "Great Marianas Turkey Shoot" in the Carolines as his USN forces destroyed the Japanese fleet at Truk with minimal loss and then stuck around to blockade the Japanese land forces. Elsewhere, Tom's Davao invasion proved unsuccessful, but it was blockaded nonetheless. All of the above mentioned blockades cut supply to much of Scott's forces which resulted in further loss of Japanese CV. Tom got the initiative back in the DEC44 turn, decided to move first, and while moving his forces into Tokyo, Scott conceded after realizing that he only had 8 supplied PP's left, not much of an IJN, and there were still 2 turns left in the game. Congratulations to Tom Cannon for showing us all how to win as the Allies using a "hit 'em where they ain't" strategy. In addition to receiving a plaque, Tom also received a \$50 gift certificate from Columbia Games and a game map signed by Tom Dalglish.

### PRO GOLF (GM: Keith Hunsinger)

72 intrepid golfers again braved the winds of Pebble Beach and the treacherous greens of Augusta National, not to mention the late hour to once again take part in Pro Golf. This year a training session was held at Frank and Vinnies. There novices learned from veterans the proper method of dropping dice and were schooled in the fine art of yelling "go for the green!"

Tiger Woods should beware because to reach the final four skins game required a minimum 10 under par score for the two courses combined. Last year's champion Devin Flawd, Terry Coleman, Rob Kircher, and Pat Mitchell each carded remarkable 9 under scores but

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## WBC Early Reports (Cont.)

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were caught on the outside looking in at the finals.

Efforts to reproduce the "Old Course" at St. Andrews were thwarted but a wonderful second option was brought forth. The final golfers and their rabid fans were mystically transported to the pearl of the mid-west, Minster, Ohio, home of the famous Arrowhead Country Club! We even had life long Minster resident and assistant GM Bruce Monnin reading the yardages and shots. Actually the crowd of onlookers (around 30) nearly matched the total population of Minster.

A skins game is where one of a foursome of golfers attempts to beat all the rest by having the best score on a hole. If the hole is "halved" that is tied by two or more golfers the skin is carried over to the next hole.

The finals almost were not held when eight time consecutive finalist, assistant GM Ken Gutermuth (would someone explain to me the odds of someone ending up in 8 straight finals of a random dice game? and yes we all watched him like a hawk!) attempted to bribe the caddy into disappearing with his vaunted nemesis "the big fuzzy dice!!" The pressure and excitement must have played heavily on the four finalists minds because the first 7 holes were halved mostly with pars. The lack of birdies made us wonder if the course had been sprayed with DDT!

Finally on number 8, a 339 yard par 4, leading qualifier Dennis Nicholson (qualified with a 13 under) won with an unmatched birdie. Ken won five skins at the 226 yard par 3 number 13 and that knocked Henry Richardson III and Jeff Mullet out of a chance for the win. Ken would hold second, Henry third and Jeff fourth as the final skins were played out.

Dennis won the wood, the beginning of a good sports weekend for him, Ken was heard to mutter something about "d\_\_\_ big fuzzy dice", and Henry and Jeff vowed to roll better next year. Congratulations to all the players.

### WAR OF 1812 (GM: Ric Manns)

This year's tournament was a great deal of fun. We began with 20 players a little down from last years 26. This year we did a random draw for sides to play during the tournament. Last year the

US won 68% of the time, however, The British had won more than 60% the year before. It was my decision to not include any bidding for the tournament. This year of the 19 games played the US won 10 and the British 9. I have always felt that this was a pretty evenly matched game.

Players again added some commentary for their games, here are some good ones: Jonathan Price wrote, "the British attack at Prescott was bludgeoned on a wall of American Steel". Dennis Culhane wrote two words "Blood Bath" to describe a victory against Phil Barcafer. Charles Hickok tells of the "dry gunpowder" he had against British player Scott Bowling.

The finals came down to David Metzger and Dennis Culhane. David was gracious enough to pen his thoughts of the final.

*The war of 1812 final was played between David Metzger as the British and Dennis Culhane as the Americans. The first year of the war was characterized by a series of mishaps and poorly coordinated attacks by both the British and Americans. The British began 1812 with a lightning strike for Detroit in an attempt to gain their Indian allies and sweep the Western portion of the United States. However, the British field commanders badly managed their troops and after a disastrous defeat, in which they took 8 casualties while only inflicting 1 on the Americans, were forced to retreat back into Canada. The American's immediately attempted to capitalize on their successful defense of Detroit by moving into Canada with 6 strength points to attack the remaining 3 British. Unfortunately for the American's one of their militia units refused to enter Canada, which enable the British to turn the tables and completely destroy the American offensive.*

*The American's then attempted to move into Central Canada but once again, 2 of their three units refused to march, which enabled the British to once again completely destroy the American unit that crossed the border. Both sides then settled down for the rest of 1812 to lick their wounds and hopefully enhance the quality of their field commanders.*

*1813 began with a 2-pronged British offensive into both Eastern and Western United States. The British obviously*

*learned from their tactical blunders in Detroit and successfully captured the city and gained their Indian allies. In the East, a huge engagement was fought between 18 British factors and 15 Americans. While the battle went back and forth between the two sides, nether army was willing to retreat and the British ultimately triumphed and completely destroyed the entire American Eastern army. With the entire Eastern US open to British capture, the American's began a series of lightning raids with their dragoons and one militia unit into Montreal in order to stop British replacements, tie up British troops, and buy time for reinforcements to arrive from the West.*

*While the American strategy was partially successful, the British ultimately forced back the American incursion and it cost the American's another precious infantry unit. Both sides then began a series of strategic maneuvers and feints in an attempt to lure their opponents into a vulnerable position, but neither side fell into their opponent's trap. However, by the end of 1813, the British were in a position to take full control of most of Eastern and Western US and the Americans were forced into a desperation attack against the main British Army to keep from losing the war. While the attack was valiant, the 15 factors of Americans were no match for 21 high quality defending British regulars, and the bulk of the American army was finally destroyed. The American's were then forced to capitulate and accept British terms.*

I want to thank Columbia Games for their support of the 1812 tournament. They graciously donated gift certificates for the top four places again this year. I am looking forward to next year as well.

### AUCTION (GM: Bruce Monnin)

The Auction tournament started out with a Mulligan round on Tuesday night. The experimental rule for the Mulligan round was the "Enforced Rainbow" rule. Each player who received more than two cards of any set during the initial deal was required to discard the excess card(s) and draw new. This was put in place in an attempt to avoid any games being decided almost as soon as they began due to an overly good initial draw. The rule worked out extremely well and will be standard next year.

## WBC Early Reports (Cont.)

26 players participated in the Mulligan round. Bruce Reiff, Arthur Field, Debbie Otto, Andy Gardner and Nick Smith were victorious at 4-player boards, while Tom DeMarco and Vincent Collura III triumphed at 3-player boards. These winners earned automatic spots in the Wednesday semi-finals.

25 players showed up for the main tournament on Wednesday, including 8 new players to bring the total for the event to 34 unique entrants. Evan McNay, Jeff Mullet, Llew Bardecki and Nicholas Benedict won the 4-player boards while Debbie Garver, Kevin Wojtaszczyk and Henry Richardson II won at 3-player boards. That brought the total number of semifinalists up to 14, so David Platnick and Jonathan Lockwood also advanced to the semifinals with the higher 2nd place finishes from the Wednesday preliminary round.

The four semifinals all were decided by a players achieving the \$7500 in cash and collections before the deck ran out. Nick Smith won the first semifinal, just getting past Jeff Mullet and Jonathan Lockwood. Nicholas Benedict won his semifinal in a rout, over doubling the totals of his three competitors. Andy Gardner held off former champ Bruce Reiff in his semifinal, while rookie Arthur Field won out at his board which included defending champ Kevin Wojtaszczyk.

The initial card draw for the finals saw Andy Gardner and Nicholas Benedict draw true rainbows (cards from 6 different sets). Nick Smith received two Rare Miscellany and two Books, while Arthur Field drew two Jewelry and two Clocks. The first major occurrence was when the Rich Collector bought all Jewelry, providing Arthur with \$2200 and Nicholas with \$1800. Nick purchased the first available Buyer's Card, spending \$1570 for it and a Print. Nicholas soon used his Buyer's Card to purchase one Queen Anne, one Tapestry and one Glassware. Andy then used his Buyer's Card to purchase two Coins and one Print to come close to the magic amount of \$7500.

But in the end it was Arthur Field taking the championship, with a natural Antique Clock set and a Sterling set (using his Buyer's card) and cash for a total of \$8770. Arthur had to be grateful the Rich Collector never came to buy away his three Sterling cards and at least

delay his victory. Andy Gardner finished a strong second with \$7130, Nicholas Benedict was third with \$4610 and Nick

Smith was desperately hoping for a long game, as he ended with only \$760 in cash and no completed sets.



## AHIKS International Wargamer's Society

The AHIKS International Wargamer's Society is a great resource for those who do not have a good supply of FTF opponents and desire quality PBM competition. It is the best way to find reliable opponents for Play-By-Mail, and it is fast becoming a great way to find quality, reliable opponents for Play-By-Email who will help you test your skills as well as provide friendly, sociable contacts within the hobby. And don't forget the greatest benefit of all to AHIKS membership. AHIKS members also receive \$1 off their yearly subscription to the BOARDGAMER.

For more information on AHIKS, please contact one of these AHIKS officers:

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3444 Palisade Cove Dr.  
Duluth, GA 30096-6671

ROLL\_TIDE@mindspring.com

## AHIKS Unit Counter Pool

One fringe benefit of AHIKS membership is the Unit Counter Pool. This is a collection of counters AHIKS members can access when they are missing a couple of counters from one of their games. Here is a sample of some of the games for which AHIKS has counters available:

ASL  
Fortress Europa  
Battle of the Bulge '91  
Stalingrad  
Desert Rats  
Fighting Sail  
Europa Case White  
Flat Top  
1944  
Air Assault on Crete  
Moscow '41  
France '40  
Tactics II  
Objective Schmidt  
General 25 #2

Third Reich  
Battles for the Ardennes  
Blue & Gray  
Colonies in Revolt  
Lawrence of Arabia  
Fall of Rome  
Breakout: Normandy  
Dresden  
Ardennes  
PanzerKrieg  
Turning Point: Stalingrad  
To the Green Fields Beyond  
Proud Monster  
Civil War  
Midway/Guadalcanal Expansion

Squad Leader  
Omaha Beach  
Afrika Korps  
Sturn Nach Osten  
Tito  
Race for Tunis  
Krieg  
Raid  
Battle of the Bulge '81  
Typhoon  
Submarine  
Hell's Highway  
Blitzkrieg 1941  
Barbarossa

## Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@juno.com

### Victory In The Pacific

163 Active Players June 24, 2001

1. Michael A Kaye	6852
2. John R Pack	6537
3. Casey M Adams	6532
4. Alan Applebaum	6465
5. Thomas Gregorio	6373
6. Ray Freeman	6322
7. David Targonski	6229
8. Alfred N Wong	6180
9. Andy Gardner	6089
10. Stephen Packwood	6055
11. Joseph P Dragan	5945
12. Ed (James Edgar) Menzel	5941
13. Joel Klein	5846
14. Nicholas J Markevich	5845
15. Thomas F Baruth	5791
16. Bradley E Solberg	5788
17. Daniel R Henry	5728
18. Vince Meconi	5644
19. Jon D T Kammerer	5636
20. Max Zavanelli	5629
21. James L Eliason	5602
22. Frank Gratke	5560
23. Phillip Rennert	5557
24. Brian Hansen	5528
25. Glenn E L Petroski	5470
26. Michael H Knautz	5436
27. Russ K Price	5427
28. Alan T Mulroy	5413
29. Eric EIOsta	5380
30. Philip VanWiltensburg	5364
31. Karsten Engelmann	5360
32. J R Bobby Clinton	5356
33. Robert Kircher	5309
34. Evan Davis	5304
35. Ted (Theodore E) Drozd	5288
36. John Ellsworth	5269
36. John Strand	5269
38. Glenn McMaster	5245
39. Gary C Dickson	5225
40. Sharee Pack	5205
41. Robert L Hamel	5200
42. Patrick S Richardson	5197
43. James F Kramer II	5187
44. Keith A Ericksen	5184
45. Bill Deaton	5177
46. James J Antalek	5172
47. Charles D Rod	5167
48. Wayne Melnick	5164
49. John T Sharp II	5162
49. Jung Yueh	5162
51. Clifford A Smith	5160
52. Gary S Moody	5145
53. Joseph A Powell	5124
54. Meng Soon Ong	5100
55. John T Sharp III	5083
56. Dennis D Nicholson	5077
57. John H Bullis II	5055
58. Paul Klimstra	5040
59. Jack Gin	5039
60. Robert Beyma	5027
61. Darren Kilfara	5026

### Rail Baron

101 Active Players Aug. 10, 2001

1. Steve Okonski	5582
2. William Crenshaw	5532
3. Chuck R Foster	5529
4. Kevin D Quirk	5424
5. Eyal Mozes	5338
6. Douglas Gallulo	5318
7. Inger Henning	5311
8. Edward Wrobel	5309
9. Stanley Buck	5266
9. Mark A McCandless	5266
11. Brian Conlon	5210
12. Paul Bean	5194
12. Thomas Dunning	5194
14. Taerthrum Bluett	5192
15. Paul VanBloem	5177
16. James O Wicht	5154
17. Michael Zorner	5144
18. Dave Steiner	5136
19. Larry Kratz	5134
20. Cathy Kratz	5131
21. Malcolm Robinson	5105
22. Patrick Earls	5100
23. Scott Chupack	5099
24. Forrest Pafanberg	5097
25. Carl Sykes	5081
26. Michael Brophy	5080
27. John Carl Haas	5079
28. Clifford A Smith	5078
29. Gerald Lientz	5076
30. Jonathan Shambada	5071
31. Jonathan Price	5067
32. Ed Rothenheber	5064
32. Darren Velez	5064
34. Anna Maria Amicucci	5046
35. Michael C Stanley	5027
36. Mark E McBride	5018
37. Charles Ellsworth	5017
37. Chris Palermo	5017
39. Dee Ann Gehring	5016
40. Frank Arndt	5015
41. Marty Hoff	5014
42. Ron Secunda	5010

### Axis & Allies

103 Active Players July 28, 2001

1. Kevin W Keller	5742
2. Scott Nedza	5639
3. Patrick Mirk	5618
4. Joseph A Powell	5551
5. Tim Rothenhoefer	5516
6. Phillip Rollins	5471
7. Barry Shoults	5386
8. Keith Levy	5365
9. John T Sharp III	5363
10. Alfred N Wong	5326
11. Tom Jaggard	5287
12. Kenny Abrams	5209
13. Joseph Collinson III	5205
14. Todd L Treadway	5195
15. El Nyberg	5190
15. Bruno Passacantando	5190
17. Dan Strock	5175
18. John Koski	5160
19. David Huss	5135
20. Randy D Jackson I	5123
21. Walter Nedza	5109
22. Rob Barnes	5105
23. Micheal Whitesell	5101
24. Joe Milano	5100
24. Larry White	5100
26. Richard Curtin II	5099
26. James Denny	5099
28. Phillip Rennert	5097
29. Marshall Collins	5091
30. Bruce R Young	5090
31. Ross Jones	5084
32. Philip E L Petroski	5082
33. William O'Neal	5078
34. Steven C Erdmann	5057
35. Keith A Ericksen	5045
36. Glenn E L Petroski	5042
37. Peter Ticola	5028
38. Rob Flowers	5021
39. Richard Prast	5019
40. Jeffrey D King	5005

### Speed Circuit

29 Active Players Aug. 19, 2001

1. Scott Cornett	5481
2. Terry Schulz	5410
3. Jimmy Fleckenstein	5184
4. Gerald Lientz	5122
5. Jason M O'Donnell	5093
6. Dan McGowan	5072
7. Donald Tatum	5066
8. John Setear	5060
9. Darin Morley	5043
10. Kevin W Keller	5042
11. Joseph Betz	5029
12. Lance Ribeiro	5028
13. Lane Newbury	5019
13. Dennis D Nicholson	5019
15. Derek Landel	5003

### Paths Of Glory

54 Active Players July 20, 2001

1. John Emery	5400
2. Peter Reese	5305
3. James F Falling	5204
4. Doug Cooley	5200
4. John Loth	5200
4. Henry Rice III	5200
7. Andrew R Maly	5195
8. Brad Martin	5190
9. David H Hiller	5100
9. Milt Janosky	5100
9. Edward Kendrick	5100
9. Jeffrey Paull	5100
9. Michael Rinella	5100
9. Doug Smith	5100
9. Byron Stingley	5100
16. Steven Huskey	5095
17. Nick Firer	5091

## Current Specific Game AREA Ratings

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### Tyranno Ex

92 Active Players Aug. 16, 2001

1. Verity Hitchings	5354
2. Mike Lescault	5326
3. Courtney Foster	5253
4. Carolyn DeMarco	5190
5. Jeffrey Finkeldey	5178
6. William S Wible	5172
7. Matthew Hamel	5171
8. Matthew Evinger	5168
9. Mark Love	5148
10. Ben Knight	5122
11. David Platnick	5118
12. Michael D Uhrich	5106
13. Steven Cameron	5100
13. Rodney G Robinson	5100
15. Josh Githens	5099
15. Steven Simmons	5099
17. Robert Hooper	5098
18. Jeffrey D Miller	5097
19. Bruce D Reiff	5072
19. Gregory Schmittgens	5072
21. Jason Levine	5069
22. Rachael McGinley	5066
23. Robert L Hamel	5060
24. Thomas DeMarco	5053
25. Richard Zelano	5039
26. Timothy Hitchings	5036
27. Thomas Vickery	5029
28. Robert Waters	5014
29. John Elbl	5007

### Ra

91 Active Players Aug 3, 2001

1. Michelle Goldstein	5298
2. Steven Brooks	5175
3. Thomas Stokes	5174
4. Dudley Anderson	5169
4. Frank Arndt	5169
6. Jamie A Tang	5168
7. Paul Barrett	5100
7. Arthur Field	5100
7. Rodney Somerstein	5100
10. Marty Hoff	5099
10. Roderick Lee	5099
10. Patrick Mitchell	5099
10. Anne Norton	5099
14. Patrick Beaudoin	5076
15. Holliday Jones	5075
15. Christian Moffa	5075
17. Caleb Cousins	5074
17. Roy Gibson	5074
17. Stuart Hendrickson	5074
17. Cheryl Merica	5074
17. Rich Shipley	5074
22. Randall DiPalu	5050
22. Frank Schmitt	5050
24. Gordon Elgart	5048
25. Gary Noe	5013

### Empire Builder

110 Active Players July 1, 2001

1. Steve Okonski	5502
2. William Navolis	5295
3. James Yerkey	5274
4. Debbie Garver	5245
5. Donna Balkan	5215
6. Jonathan Shambada	5207
7. Greg Mayer	5205
8. Harald Henning	5175
9. Olin Hentz	5174
10. Mark Franceschini	5162
11. Timothy Hitchings	5158
12. Eyal Mozes	5156
13. Chuck R Foster	5108
14. Aaron Fuegi	5103
15. Bryan D Eshleman	5101
16. Craig L Dudley	5100
17. Thomas Saul	5097
18. Thomas Dunning	5092
19. Cliff Ackman	5085
20. Eric (Rick) Kirchner	5077
21. Stanley Buck	5071
22. Michael Backstrom	5069
23. Kevin Kacmarynski	5067
24. John Clarke	5062
25. Marvin Rabin	5046
26. Kenneth Good	5043
27. Jon S Kwiatkowski	5031
28. Mark A McCandless	5023
29. James L Eliason	5001

### Merchant Of Venus

71 Active Players June 30, 2001

1. Debbie Otto	5460
2. Robert L Hamel	5429
3. Edward Wrobel	5258
4. Greg Mayer	5242
5. Duane Wagner	5198
6. Ewan McNay	5196
7. Lauren Hickok	5178
8. James Hopkin	5175
9. Roderick Lee	5159
10. Chuck R Foster	5157
11. Eyal Mozes	5136
12. Stephen Crenshaw	5135
13. Kathy Stroh	5133
14. Luke Koleszar	5130
15. Brian L Carr	5100
16. Sean A Cousins	5068
17. Kimberly Foster	5066
18. Eric Wrobel	5058
19. Phillip Rennert	5052
20. Ed Connery	5037
20. Mark A McCandless	5037
22. Daniel Hoffman	5035
23. Wendy DeMarco	5010
24. Jon Jaeger	5003
24. Gary Presser	5003
26. Richard Irving	5002

### 18xx Series

50 Active Players July 1, 2001

1. Robin Barbehenn	5250
2. Barrington Beavis	5172
3. Mark Frueh	5160
3. Harald Henning	5160
5. Craig Reece	5158
6. Jeffrey Simmons	5101
7. Mark Geary	5099
7. David Platnick	5099
9. Gerald Dudley	5065
10. Michael Brophy	5063
10. Theodore Mullally	5063
10. Mark Neale	5063
13. David D Metheny	5048
14. Jon S Kwiatkowski	5043
15. Paul A Hakken	5037
15. Lane Newbury	5037
15. Elliott Segal	5037
18. David Fritsch	5009

### Waterloo

15 Active Players June 18, 2001

1. Robert Beyma	6372
2. Larry L Lingle	5696
3. John Ellsworth	5629
4. Bruno Sinigaglio	5557
5. Martin Musella	5438
6. Stephen G Likevich	5006

### Galaxy: The Dark Ages

104 Active Players May 18, 2001

1. Zack Metcalf	5169
2. Brian S Carr	5168
3. James Pei	5156
4. Jonathan Miller	5149
5. John Ellsworth	5141
6. Chris Greenfield	5133
7. Luke Koleszar	5131
7. Jonathan Shambada	5131
9. Susan Ellsworth	5125
10. Paul Abrahamse	5100
10. John Coussis	5100
10. Wray Ferrell	5100
10. James Hopkin	5100
10. William Place	5100
10. Mark Simonitch	5100
10. John C Weber	5100
10. Eric Wrobel	5100
18. H Scott Buckwalter	5076
19. Morris Akers	5065
20. Andrew Lewis	5050
20. Dennis D Nicholson	5050
22. Bruce Allen	5048
23. Charles N Hickok	5044
24. Michael Metcalf	5038
25. John M Jacoby	5034
26. Michael Johnson	5024
27. Mark Gutttag	5023
28. Eric W Eshleman	5007

### Cosmic Encounter

10 Active Players July 29, 2001

1. Thomas Stokes	5100
2. Keith Blackwell	5039

## Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@juno.com

### History Of The World

128 Active Players July 1, 2001

1. Robert Destro	5477
2. Harald Henning	5417
3. George Young	5353
4. Bruce A Monnin	5293
5. Melinda Barnes	5225
6. John Rinko	5211
7. Marc Philips	5198
8. Allen Kaplan	5177
9. Ewan McNay	5176
10. Matthew Mason	5141
11. Jamie A Tang	5140
12. Bob Aarhus	5128
13. Kathy Stroh	5127
14. Jonas Borra	5125
15. William Burch	5114
16. Michael A Pacheco	5107
17. Raymond Carpenter	5104
18. Gregory Crowe	5101
18. Ivan Lawson	5101
20. Gordon Clay	5096
21. Jeff Mullet	5085
22. Ted Simmons	5081
23. Kevin E LeRow	5072
24. Michael Destro	5069
25. Graeme C Dandy	5065
26. Jim Lawler	5061
27. Timothy Tow	5060
28. Keith Altizer	5055
28. Theodore Mullally	5055
30. Joseph Burch	5054
31. James Stanard	5046
32. John Koski	5036
33. Jonathan Squibb	5034
34. Paul Bean	5027
35. Tony J Cadden	5026
36. Timothy Hitchings	5020
37. Orhan Omer	5015
38. Dewayne Curry	5003
38. John B Grant II	5003
40. William B Edwards III	5002

### Up Front

194 Active Players July 18, 2001

1. John Gibbins	6254
2. William B Edwards III	6034
3. John Emery	6027
4. Jeff W Matthews	5948
5. Bruce Wigdor	5883
6. Raymond Stakenas II	5860
7. Steven Huskey	5694
8. Stefan Hess	5648
9. Craig Tenhoff	5570
10. Emanuele Oriano	5563
11. Stephen Buchholz	5558
12. David Blizzard	5544
13. Nick Vlahos	5534
14. Andrea Benetton	5496
15. Buddy Sinigaglio	5450
16. Dale Martin	5443
17. Gregory S L Courter	5438
18. Erick Young	5426
19. Jean-Luc Brouillet	5416
20. David Wong	5399
21. Paul A VanEtten	5374
22. Henrik Lawaetz	5371
23. Ralph Norton	5328
24. David Fritsch	5276
25. Andrew R Maly	5267
26. Michael Backstrom	5263
27. Joseph Lux	5252
28. Lance Ribeiro	5249
29. John David Galt	5246
30. James Matt	5237
31. David Gantt	5236
32. F Scott Pfeiffer	5231
33. George Young	5217
34. Thomas Stokes	5195
34. Michael Woodin	5195
36. Susan Ellsworth	5190
36. Marion (Mike) Hazel	5190
36. Stephen Scott	5190
39. Jeffrey Cornett	5181
39. Jonathan Squibb	5181
39. Carl Sykes	5181
42. Tony Fermendzin	5178
43. Jim Gutt	5177
44. Tamara McGraw	5176
44. Kendall J Whitesell	5176
46. Justin Veazey	5167
47. Jeremy Billones	5160
47. Philip Jones	5160
49. Bruce R Young	5159
50. Massimo Bertolin	5152
51. Ken Katano	5137
52. Brent Besler	5113
53. Ricky Gray	5111
54. Stephen Franco	5109
55. Wade L Fowble	5107
56. Richard Amick	5105
57. Anna Maria Amicucci	5100
57. Bill Beckman	5100
57. Steven Brooks	5100
57. Brian Conlon	5100
57. Thomas DeMarco	5100

### Titan

102 Active Players Aug. 6, 2001

1. Kevin D Quirk	6396
2. Brian Sutton	6176
3. David Finberg	5965
4. Aaron Fuegi	5952
5. David desJardins	5908
6. Steven Koleszar	5818
7. Jason Ley	5716
8. Paul Goliwas	5659
9. Bruno B Wolff III	5645
10. Ed Rothenheber	5631
11. Michael Pustilnik	5547
12. Dan Strock	5537
13. Andrew Gross	5394
14. Charles E Kaplan	5310
15. Justin Childs	5288
16. William Scott	5273
17. Rich Atwater	5228
18. Gerald Lientz	5218
19. Cliff Ackman	5204
20. David Platnick	5193
20. Justin K Thompson	5193
22. John Chung	5167
23. Benjamin Foy	5132
24. Kurt Litscher	5128
25. Pete Gathmann	5104
26. Jeffrey D Miller	5080
27. Jeffrey Cornett	5078
28. John J Koontz	5065
29. Don Scheifler	5061
30. John T Sharp III	5060
31. Robin Barbehenn	5055
32. Robert Barnes	5049
33. Bob Hull	5047
34. Keith Rogers	5038
35. David Norman	5036
36. Craig Reece	5032
37. Wade L Fowble	5030
38. Tim Rothenhoefer	5027
39. Mike Pranno	5012
40. Ryan Bouffard	5009
40. Kenneth F Nied	5009
42. Matthew Tomlinson	5006
43. Michael Klein	5001

### Dune

36 Active Players July 27, 2001

1. Loyd Brazzel	5196
2. Christopher Bodkin	5173
3. Anthony Burke	5147
4. Stephen Koehler	5082
5. Scott Nedza	5074
6. Matthew Fagan	5068
7. Charles E Collins	5058
8. Brian Jones	5054
9. George Seary	5053
10. Bradley Johnson	5043
11. David Hood	5035
11. Bryan Thompson	5035
13. Phillip Barcafer	5034
14. Bill Dyer	5026
15. Henry Rice III	5012
16. Glenn McMaster	5005

### Republic Of Rome

50 Active Players Aug. 6, 2001

1. Warren T Day	5341
2. Thomas Phillips	5217
3. Chase Bramwell	5177
4. Nicholas Benedict	5140
5. Robert Seulowitz	5110
6. John R Pack	5104
7. Brian R Ecton	5101
8. Henry Rice III	5084
9. Sean Finnerty	5069
10. William S Wible	5065
11. Christopher Bodkin	5063
11. Brett Mingo	5063
13. Chris Greenfield	5037
14. Kevin M Barry	5017

### Advanced Squad Leader AREA Victory Claim Chit

\_\_\_\_\_  
(winner's name)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(signature)

HAS DEFEATED

\_\_\_\_\_  
(defeated player's name)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(signature)

in a rated ☐ live ☐ pbm game of Advanced Squad Leader:

\_\_\_\_\_  
(Scenario Name and/or Number)

\_\_\_\_\_  
(Side of Winner)

\_\_\_\_\_  
(Date)

\_\_\_\_\_  
(Play Balance Used - If Any)

Return this chit to:

Glenn Petroski  
6829 23rd Avenue  
Kenosha, WI 53143-1233  
GELP@juno.com

☐ 1st ☐ Subsequent  
game vs. this opponent

### 2-Player Game AREA Victory Claim Chit

\_\_\_\_\_  
(winner's name)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(signature)

HAS DEFEATED

\_\_\_\_\_  
(defeated player's name)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(signature)

in a rated ☐ live ☐ pbm game of:

\_\_\_\_\_  
(Name of Game)

\_\_\_\_\_  
(Game Publishing Company)

\_\_\_\_\_  
(Date)

Return this chit to:

Glenn Petroski  
6829 23rd Avenue  
Kenosha, WI 53143-1233  
GELP@juno.com

☐ 1st ☐ Subsequent  
game vs. this opponent

### Multi-Player Game AREA Victory Claim Chit

\_\_\_\_\_  
(Name of Winner #1)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Name of Winner #2)

\_\_\_\_\_  
(AREA ID number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

in a rated ☐ live ☐ pbm game of:

\_\_\_\_\_  
(Name of Game)

\_\_\_\_\_  
(Game Publishing Company)

\_\_\_\_\_  
(Date)

If more than 2 winners or 6 defeated  
players, continue listing on another chit  
and mark box in lower right corner.

Has  
Defeated

\_\_\_\_\_  
(Name of Defeated Player #1)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Name of Defeated Player #2)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Name of Defeated Player #3)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

Return this chit to:

Glenn Petroski  
6829 23rd Avenue  
Kenosha, WI 53143-1233 (GELP@juno.com)

\_\_\_\_\_  
(Name of Defeated Player #4)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Name of Defeated Player #5)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Name of Defeated Player #6)

\_\_\_\_\_  
(AREA ID Number)

\_\_\_\_\_  
(Number of opponents faced for first time)

\_\_\_\_\_  
(Signature)

☐ Check here if continued  
on another chit.