

Volume 2, Issue 4

October 1997

The BOARDGAMER



**Dedicated To
The Competitive Play Of
Avalon Hill / Victory Games
Board, Sports and Card Games**

*Featuring: Victory In The Pacific, History Of The World,
Avaloncon 1997, Pro Golf and AREA News & Ratings*

Current Specific Game AREA Ratings

Breakout: Normandy

93 Active Players August 26, 1997

1. James Doughan	1925	FF-C7
2. William Edwards III	1746	CEDC7
3. Don Greenwood	1745	DFAC7
4. Hank Burkhalter	1723	DEDB7
5. Marvin Birnbaum	1717	BD-C7
6. Byron Stingley	1695	CD-C7
7. Ron Fedin	1694	DE-C7
8. Bryan Eshleman	1672	EGCC7
9. Mark Gutfreund	1667	EFBC7
10. Gene Padgett	1660	ACE-6
11. Robert O'Conner	1659	BEG-6
12. Alan Applebaum	1641	BD-C7
13. Herbert Gratz	1631	BC-B6
14. James Stanard	1596	BD-B6
15. Stephen Andriakos	1591	BD-C7
16. David Long	1590	BDEA6
17. James Eliason	1589	AC-B7
18. George Young	1572	BDDb7
19. Philip Barcafer	1563	CD-B7
20. Paul Fletcher	1558	DFDC7
21. Dave Tianen	1558	AA-A7
22. Jeffrey Miller	1556	ACE-6
23. Paul Nied	1555	BCBB7
24. Matthew Ellison	1554	ABD-7
25. Murray Cowles	1542	CE-C7
26. Rodney Robinson	1540	DE-C7
27. John Grant, Jr.	1539	BDEA7
28. Andrew Choptiany	1538	AC-A7
29. Andrew Kondas	1537	BC-B7
30. Anthony Giarrizzo	1535	AA-A7
31. Caleb Cousins	1534	AB-A6
32. Donald Stone	1533	AB-A7
33. Mark Greenman	1532	ABC-7
34. Jeffrey Thomason	1532	ABC-6
35. Michael Kaye	1531	AA-A7
36. Jeffrey Martin	1527	BD-B7
37. Peter Brunken	1516	BD-A7
38. Kenneth Nied	1514	AB-C7
39. Eric Kirchner	1513	BBAB7
40. Clyde Longest Jr.	1509	BD-A7

Afrika Korps

August 26, 1997 41 Active Players

1. Bruno Sinigaglio	2204	GJJB6
2. Randy Heller	2004	GHMA7
3. Vince Meconi	1867	DHEA5
4. Michael Crowe	1812	BDCA5
5. Joseph Beard III	1785	CDFD6
6. Michael Reffue	1713	DFJA7
7. Barry Smith	1680	BEBB6
8. Thomas Delaney	1675	EGKA7
9. Phillip Evans	1668	AC-A5
10. Gregory Smith	1622	CFBB5
11. Frank Piercel	1600	AA-5
12. M. Tiexaokie	1549	ACD-6
13. Mark Gutfreund	1543	BCBA6
14. Michael Matthews	1538	AB-A5
15. Norman Jones	1535	AAA-5
16. Robert Hahn	1535	AA-A5
17. Scott Sianno	1505	AB-A5
18. Neil Moran	1501	ACC-6
19. David Newport	1500	AB-A5

War At Sea

August 26, 1997 75 Active Players

1. Timothy Hitchings	1883	FI-D7
2. Philip Rennert	1800	DH-C6
3. Stephen Packwood	1706	FI-E7
4. Ray Freeman	1694	EICD7
5. Glenn Petroski	1686	BC-6
6. Bruce Reiff	1679	BC-A6
7. Jon Lockwood	1673	CF-D7
8. Vince Meconi	1651	EI-D7
9. Robert Mull	1647	BD-A6
10. Patrick Richardson	1634	CF-B7
11. Ron Artigues	1605	ABC-7
12. Scott Sirianna	1601	BD-A7
13. Bryan Eshleman	1599	BD-A7
14. John Pack	1592	FIDD7
15. Joseph Beard III	1588	BD-C7
16. Frank Cunliffe	1584	BE-D6
17. George Young	1575	ABB-7
18. Bruce Monnin	1566	HLJF7
19. Andy Gardner	1563	AC-A7
20. Michael Peck	1548	AA-A7
21. Alan Applebaum	1547	BE-C7
22. Gary Moody	1547	BD-A6
23. Thomas Walsh	1537	AAB-7
24. Aaron Petroski	1535	AB-5
25. Ron Dietz	1535	AA-A7
26. David Rynkowski	1534	CF-D7
27. Robert Kircher	1534	AC-A7
28. Larry York	1528	AC-A7
29. Robert Fiorio	1525	AC-A6
30. Michael Anchors	1523	AC-A7
31. Ken Gole	1518	AB-B7
32. Joseph Powell	1515	BE-B7
33. Michael Knautz	1514	DG-C7
34. Philip Van Wiltenberg	1514	BE-B7
35. Michael Kaye	1514	AC-B7
36. John Welage	1513	BD-C6
37. Bruno Sinigaglio	1511	AB-A7
38. Tom Brawn	1508	AC-B7
39. Paul Bolduc	1503	DE-D7

Israeli Defense Force

August 26, 1997 3 Active Players

1. Rob Schoenen	1533	AB-7
2. Jeff Kimmel	1502	AA-7

Naval War

August 26, 1997 56 Active Players

1. Philip Petroski	1706	BD-6
2. Chris Covington	1667	CD-7
3. David Large	1615	EF-7
4. Todd Giles	1595	BE-7
5. William Todd	1570	GF-7
6. Marty Bryant	1556	CE-7
7. Anesia Whitbourn	1544	AB-7
8. Keith Blackwell	1536	AB-6
9. Michael Hart	1535	AF-A6
10. Jeff Boerger	1535	AF-A6
11. Jimmy Fleckenstein	1535	AF-A6
12. Stephen Scott	1535	AF-A6
13. James Stewart	1515	DE-7
14. Cori Dukes	1511	BD-7

Great Campaigns Of The American Civil War Series

64 Active Players August 26, 1997

1. Joseph Bellas	1939	GI-C7
2. Raymond Rooks	1780	DF-C7
3. Paul Tisevich	1754	CE-A6
4. Paul Nied	1734	EH-B7
5. Forest Speck	1727	DG-C7
6. Mark Booth	1684	CE-B7
7. Patrick Duffy	1676	DG-B7
8. Kenneth Lee	1675	CE-B7
9. Edward Beach	1658	CE-C7
10. Trevor Bender	1643	DE-A6
11. Marty Hogan	1628	BE-A7
12. Jeffrey Otto	1624	DF-B7
13. Steven Katz	1592	CE-C7
14. Ed Connery	1587	AB-A6
15. Robert Jamelli	1576	CF-B7
16. Charles Maines	1576	AB-A7
17. Scott Smith	1573	AB-6
18. Mark Giddings	1566	AB-A6
19. Randall Borra	1557	BD-B7
20. Mark Bailey	1545	CF-C7
21. Jerry Martin	1534	AB-A7
22. Rod Coffey	1533	BD-A7
23. Michael Johnson	1533	AA-A6
24. John Clere	1524	FI-C7
25. Clifford Hansen	1520	AB-A6
26. Mark VanRoekel	1510	AB-A6
27. Michael Arnold	1506	BD-C7
28. Jerry Merbon	1504	AA-A6
29. John Leggat III	1502	AB-A6

Enemy In Sight

August 26, 1997 15 Active Players

1. JP Morgan	1569	AB-7
2. Robert Hamel	1564	AB-7
3. Philip Petroski	1548	AC-7
4. Glenn Petroski	1523	AC-7
5. Matthew Hamel	1517	AB-7
6. Timothy Greene	1513	AC-7

Diplomacy

46 Active Players August 26, 1997

1. Stephen Koehler	1553	AIAA7
2. Sara Reichert	1535	AEA-7
3. Steve Elliot	1535	ADA-6
4. Buzz Eddy	1529	AHB-7
5. Phil Reynolds	1528	AFB-7
6. Louie Tokarz	1528	AFB-6
7. Donald Williams	1502	AIAA6
8. Peter Boyum	1500	AFA-7
9. Ken Green	1500	AFA-7
10. Melinda Holley	1500	AFA-7
11. Ken Iverson	1500	AFA-7
12. James McClure	1500	AFA-7
13. Steve Heinowski	1500	AFA-7
14. Michael Quist	1500	AFA-7
15. Craig Cowley	1500	AFA-7
16. Mike Quirk	1500	AFA-7

From The Editor

Another summer convention season has come and gone. I thought I'd provide a brief summary of my summer.

Origins (Columbus, OH)

Although this was only 2 hours away from our palatial headquarters here in Minster, I still just popped in for one day. With this convention being less than two weeks away from Avaloncon, I didn't want to get into too much trouble with the family by being away from home too much.

I spent my day in the Avalon Hill room (which describes the difference between Origins and Avaloncon well. All the Avalon Hill games at Origins were able to be played in the same room which probably held less than 100 people). The Avalon Hill Ironman tournament was an interesting concept that I think too few people understood this year. The idea is to play one round of a number of games over the weekend, with the overall best scorers winning. I spent my time running a round of War At Sea and Circus Maximus. I also saw games of Age of Renaissance, Naval War, Victory In The Pacific and History of the World. And this was only of Friday. Next year I hear this event will be somewhat expanded, and just for fun I plan on running a 3-ring Wrasslin' Battle Royal event.

After that it was on to Avaloncon, the mecca for boardgamers. Attendance held even this year, with approximately 850 paid in attendance. However, with the convention starting Wednesday morning and the resulting spreading out of the events, many events seemed to have an increased number of participants this year.

Wednesday was a good day to warm up with some less serious events. I started by going 0-2 in the first heat of March Madness. I did have a brief highlight when my 16th seeded team was defeating Don Greenwood's top seeded team at halftime. However, Don rolled over me in the second half to post an easy win.

Wednesday afternoon was a chance to play a little Wizard's Quest. I had a good game, but eventually lost out in a tight preliminary match. Wednesday night was Air Baron. I believe we had the most interesting game of the round.

I was within \$1 of winning at one point, and at another needed only to win a +3 and two +4 attacks for the win (I failed the +3). I eventually ended up bankrupt (as did much of the board) as the fuel price hike chit was pulled 5 consecutive turns.

Thursday got serious with the War At Sea tournament. I provided the comic relief as everyone enjoyed seeing the former champion and current GM go 1-4 in the competition. Unfortunately, the event lasted 2 hours longer than last year's due to slow play in the semis and finals, so I had to miss my usual Thursday night Pro Golf event.

I started out Friday morning with a little Wrasslin'. My won/loss streak continued as I got bumped again in the first round. Next came Circus Maximus. I was able to run away from the field and post an easy win, so I was guaranteed to make it to one final for the weekend.

After spending a little time with my family (my wife and two daughters came along on the trip, and my brother came up from Washington, DC on Friday), it was time for History of the World. I had been having some success on the History of the World PBEM AREA ladder, so I decided to free up the time slot for the semi-finals in case I did well in the this round. I don't remember much from this game, except that I tried to avoid being the obvious leader early and won in the end. I did manage to pass away some of the larger empires, which I really do not like playing. This qualified me for the semifinals on Saturday, although I was just a little late for the Decathlon tournament that night.

Saturday, I decided to try another round of Air Baron. This game was much less interesting than the first, and ended fairly quickly. I think I should have tried March Madness again. Saturday noon was Enemy In Sight. This was my first chance to play in this tournament, and it was a lot of fun (except for the extremely slow play in evidence). Again, close but no cigar as I failed to advance out of the prelims.

My Enemy In Sight failure gave me a chance to defend my title at Auction. The finals were something of a strange game as no one was dealt more than one pair of any set. All but one of my pieces were bought by the rich collector,

The BOARDGAMER

The BOARDGAMER is published 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.

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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 \$3.50 each and a one year (4 issue) subscription is \$13.00 (\$12.00 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 deliveries are an extra \$2.00/issue. For other overseas and foreign deliveries, contact the BOARDGAMER about additional postage charges.

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From The Editor (Cont.)

which made me cash rich, but with little to work with for winning the game. Time was not on my side, as the final contained the only three people to ever win the event, and one of them, Ken Gutermuth, soon claimed the victory. Another second place finish for me, my third in the last two years.

Saturday night was the History of the World semifinals. I kept getting stuck with empires with a greater strength than I would have preferred, and my attempts at setting up long term presences were continually wiped out. However, I had the Japan minor empire card in my hand for Epoch VII, and thanks to a lucky card pass (and the fact that my board position looked non threatening) I ended up with Britain in Epoch VII. Combined with Japan, I scored over 60 VP to vault into the lead, but I was passed by George Young with the United States to end up in 2nd place. Fortunately for me, George was unable to play in the finals on Sunday, so I got his spot. This kept me from defending my Circus Maximus title, but I knew their were those who already had their gunsights trained on my chariot, so I figured the sacrifice was worthwhile.

Even better, the History of the World semi-finals were quick enough for me to get in the Slapshot tournament at 11PM. I managed to get into the playoffs at my board and won the first round, but lost in the finals of the board to a player who

had just been in the same History of the World game previously. Slapshot enjoyed nice growth this year, topping the 100 mark (meaning that ~12% of the attendees participated).

Early Sunday morning was the After Action Meeting. No big issues were raised, although it appears that an increase in attendance in future years may be necessary to keep the convention going as we presently know it.

Sunday morning I had the choice of the Circus Maximus or the History of the World finals to try and get my only plaque of the weekend. Since there were 16 people in the Circus Maximus finals and only 6 in History of the World, the choice was easily made.

I started by being passed Egypt, which, along with the Aryans, I usually try to avoid. During Epoch II I was passed the Carthaginians, which allowed me to dump the Persians. I prefer the lower strength empires, but I could have done worse. In Epoch III, I passed away the Romans, and received back the Sassanids, which kept my strength down nicely. I also played the Mayans which survived the whole game for 19 VPs.

In Epoch IV I kept the Guptas. The combination of going last then first moved me up near the top of the VP standings while I had the lowest

strength total. Luckily, the leader in VPs also has low strength, so he remained the target at this point. In Epoch V I kept the Franks, which kept my strength the lowest and scored well enough. In Epoch VI I kept Portugal, which gave me an empire with a strength of 10 or less for the sixth consecutive epoch. It also let me expand overseas and get fleets out into the Atlantic and Indian Oceans prior to Epoch VII. Unfortunately, I had been hoarding both the Fanaticism and Elite troops cards, and had to waste the Elite Troops here, where I made only one attack.

This put me about 25 VP back and the first draw in Epoch VII. I drew France, which I happily kept. Unfortunately, the leader drew second and kept the Manchu Dynasty, which he used to expand his lead to 56 VP. My French had 26 VP on the board as I started, so I needed to gain another 31 VP with France. With the help of Fanaticism, I lost only two attacks and scored 59 VP to win the game by a scant 3 VP. It is by far my most significant plaque to date, as the event had 108 entrants and I had to play for 18 hours to earn it.

Anyway, regardless of how the final game ended, it was a fantastic weekend once again. I look forward to the entire Avalon Hill Ironman at Origins next year and to once again attending the ultimate boardgaming experience, Avaloncon 1998.



Victory In The Pacific

Reflections On The Tournament Trail

by Alan Applebaum

Over a decade has passed since "Keep on Truk-in" was written for the AH General. Since that time, the advent of the Avaloncon VITP tournament (and, recently, the Midwest Open) has brought the level of play of VITP to heights never before seen. In addition, a few individuals (you know who you are), apparently unimpressed by my profound analysis dating from 1985, have thrashed me repeatedly over stretches of 10, 20 and even 50 games. While VITP is history as far as Avalon Hill is concerned, it lives on in the hearts and minds of some of us out here in BOARDGAMER-land; accordingly, this article shares some of the hard-earned lessons of the tournament trail as well as some analysis (that is to say, repeated die-rolling) I have done this year. In order to save space, I will not repeat much of what appeared in "Keep on Truk-in", except to point out where I think I was wrong in that earlier article, which appeared in Volume 25, No. 4 of the General.

Overall Comments

Glenn Petroski has analyzed the results of over 600 tournament games of VITP over the last seven years, and reports that the IJN enjoys a win rate of approximately 55%. Most tournament players have recognized this and, accordingly, bid POC for the right to play the IJN. In theory, if players were bidding the correct amount of POC for the IJN, the tournament results should show a 50-50 win rate; since they do not, it is easy to conclude that most players are not bidding enough for the IJN. What the right number is, I'm not sure, but eventually Glenn should have enough data to tell us the bid which produces a 50-50 split over a statistically significant number of games.

IJN Strategy

Probably the most important article ever published on VITP was Alan Moon's "TKO in Three", which appeared in the General in the early 1980s. Moon recommended aggressive patrols (even unsupported by raids) to threaten as many POC as possible. He also made it clear that, for a number of reasons, the IJN should not attack the Bay of Bengal

or Indian Ocean. Moon explained that the IJN could accept combat with the Americans even when outnumbered, for the following reasons: (1) surface attrition would probably be even or favorable because of the IJN cruisers' attack bonus, (2) the IJN will usually be able to retreat safely from a losing battle because the speed-3 US BBs cannot pursue, and (3) the IJN, with its 12-5 numerical superiority in CV hulls on the first three turns, can afford even unfavorable carrier attrition. Moon argued that if the Allies suffered heavy losses (even if matched by the IJN), they would be unable to overcome a large POC deficit on the last three turns.

As the years went by, a number of sound defenses were developed to render the "TKO in Three" approach less effective than Moon had envisioned. These appeared in a number of articles in the General in the early and mid 80s. In response, IJN players shifted back to the "Take Hawaii" strategy that had been in vogue when the game was first released, and this remains the dominant IJN strategy to this day. Some IJN players may still dream of surprising the Allies by attacking the western portion of the board or simply defending the "perimeter" of Aleutians, Central Pacific, Marshalls, South Pacific and Indonesia, but the Allied last-move advantage and added firepower from the British make these approaches inferior. In any event, a western strategy has no surprise element because it requires the IJN to base forces in Saigon on the previous turn.

The IJN objective in focusing on Hawaii is to obtain a "Front Four" defensive perimeter of Hawaii-Marshalls-South Pacific-Indonesia at the end of Turn 5, with no Allied ports or bases on or inside this perimeter. If this is achieved, the IJN has a near-mathematical lock on the game regardless of fleet losses. In fact, holding the "Front Four" is so strong that the IJN can even afford Allied control of one or more of the less-important bases such as Attu, Midway or Guadalcanal. The IJN doesn't need to worry about its POC total either since it will be almost guaranteed to gain POC on Turn 6.

All this points to an all-out effort to take Pearl Harbor by controlling Hawaii on Turns 2 and 3. The Yokosuka SNLF moves to Truk at the end of Turn 1 to attempt to take Johnston Island on Turn 2. Sufficient surface and air forces are sent to Hawaii on Turn 2 to guarantee at least parity with the entire Allied raiding force (although you don't have to guarantee control -- just make it too expensive to contest). You still should patrol all other areas with at least one surface ship except for Indonesia, Indian Ocean and Bay of Bengal, although you may be able to substitute LBA in the Marshall and South Pacific. The latter two areas are not important to control prior to Turn 5 as long as the Allies do not control them. Your second goal is simply to keep Indonesia safe. If you take Pearl you will have plenty of POC available on Turns 4, 5 and 6 so POC should not be a concern on Turns 2 and 3.

If the Allies save Pearl without engaging you in a major fleet battle, you have probably lost, but if the Allied LBA are in short supply on Turn 4 and most of your carriers have survived you can still pull the game out by attacking everything in sight, hoping to establish a "TKO in Three" - type perimeter (North Pacific-Central Pacific-Marshalls-South Pacific-Indonesia) by the end of Turn 5.

Allied Strategy

If the IJN do achieve the "Front Four" by Turn 5, since no gain is possible on Turn 6 the Allies are effectively left with two turns to regain 25-29 POC without being able to reach Japan with new reinforcements -- a pretty bleak situation. What can the Allies do? All the tactics for Turns 2-3 discussed in the General over the years can work, but each presents a high degree of risk.

If you are willing to lose CVs without sinking any IJN CVs in return, you can try a "suicide" carrier in Hawaii on Turn 2 combined with a defense of your patrollers in the Marshalls. Even leaving aside your CV losses, this move condemns you to a rather ineffective response in all other areas of the board since it requires you to commit all of

VITP - Reflections On The Tournament Trail (Cont.)

your CVs and also rates to fail unless the IJN has made the Marshalls unduly weak.

Trying to defend Singapore is similarly an "all-or-nothing" strategy, as it also ties up most of your airpower for the turn. If you break IJN control of Indonesia on Turn 2 you will probably win; if you fail you will probably lose. How many 6s can you roll??? Given a 50% chance -- maybe even a 1/3 chance -- to control Indonesia, you should probably try it if you think your opponent is a better player than you, but not otherwise.

Since a huge defense of Hawaii on Turn 2 or 3 is likely to leave your fleet in ruins even if you win the battle, your only other reasonable approach combines attrition and position. If you can stop the Yokasuka SNLF from taking Johnston with a "suicide" CV and also kill off three or four IJN CVs which are scattered around the board, your six LBA can probably hold Hawaii on Turn 3. The "suicide" CV has only a 50-60% chance to stop the SNLF, so this shouldn't be the main element of your defense. If you can save Pearl without losing 4 or 5 CVs yourself, you should be in good shape, particularly if you can hold Lae, Midway or Dutch Harbor.

If Pearl looks like it's going to fall, you may be able to extract enough air units from the battle to stabilize your defense and threaten South Pacific and Indonesia on Turn 4 while maintaining a small threat in the Northeast corner of the board. You hope to keep the IJN POC total down, prevent the formation of a complete perimeter and possibly recapture Saigon and Singapore by Turn 5 or 6. This defense takes a lot of skill, luck and discipline, as you will be constantly relying on insecure forward bases. If you lose Pearl, it is still possible to win the game (check out Dave Targonski's performance in the General Series Replay a few years back) but only if you maintain heavy pressure on Indonesia.

Strategic Summary

Control of Pearl Harbor and Indonesia has become almost the entire focus of the modern game. Most IJN players will make an all-out attempt to take Pearl on Turns 2-3. The Allies can win if they either save Pearl or extract a sufficiently high price for it; otherwise, the game will

generally be over after four or five turns. The "TKO in Three" approach is viable, but gives the USN too good a chance to gain the upper hand after Turn 2 by rolling hot dice in a decisive battle against half of the IJN fleet.

IJN Tactics

Turn 1

After 20 years, there ought to be a consensus about Turn 1. Here's my view: 3 BBs in the Japanese Islands. Two will lose to the three Allied cruisers (that is, fail to control the area) about 20% of the time. A good risk against a stronger player, but what do you gain? Another BB for the Central Pacific, possibly unused. Similarly, four CAs to the Marianas. Three will lose 15% of the time. Why fool around? I don't know how many of the remaining ships should go to Pearl, but I have been sending nine for about 10 years (the balance to Central Pacific, of course) and have never been burned.

All eight fast CVs to Hawaii. For a 2-factor CV to help you in significantly in the Central Pacific, all of the following must occur: a US CV must appear (about 50%), the first round of combat must be pure day (72%), the 2-factor CV must sink the US CV (about 35%) while the Hosho alone would have failed (77%) -- a combined chance of about 9-10%. Even if you factor in the possibility that each of the Hosho and the second CV will sink a US CV (about 3%), sending the eighth carrier to Hawaii seems indicated.

Yokasuka SNLF to Aleutians, then to Truk at the end of the turn. Taking Midway is not necessary. Four LBA in Indonesia, one in South Pacific, one in Marshalls, like always.

In the air raid phase: in Hawaii, each of the eight CVs shoots at a ship on the first round. The 7th AF is only hit on a 6 and is not as critical on Turn 2 as I believed earlier. It doesn't matter too much whether you ignore the cruisers or the 4-5-3s on the first round. Sinking ships is good (which argues for shooting at the cruisers), but the US BBs are needed so the Allies can win a night combat on Turn 2. If the Allies' only Turn 2 BBs are the reinforcements, the IJN can seriously threaten either US Mandates or Coral on Turn 2 in addition to Hawaii without much fear of losing

CVs in a night action. (By the way, I notice some folks are still asking their IJN opponents to roll out the two air raids against bottomed ships after the US retreats. In 20 years, I have never seen a single bottomed ship survive. Do we still need to do this?)

In Indonesia, the conventional wisdom is still good: all shots on the 5th AF until killed.

If heavy US metal shows up in the Central Pacific, a little-used ruling comes up -- the IJN has to declare first whether they are staying or retreating after the first combat round. Even if the first round was "day", I recommend a confident "I'm staying". Let the US decide whether to risk the entire game on a single die roll. If the US does stay and you feel you need to run on the third round, you will not be too much worse off than if you had run on round two.

Turn 2

The Turn 2 moves presented in "Keep on Truk-in" have been refined a bit over the years. First of all, since a raid will always be made on Hawaii regardless of the US patrols and LBA placement (and your opponent knows it), there is no point in being coy. Patrol at least six or seven cruisers there to make sure that the USN cannot eliminate all of your patrollers without a protracted, bloody struggle. You still need to patrol the US Mandates and Coral Sea even if you are concentrating on Hawaii, so that if the US makes a massive commitment to Hawaii on Turn 2 you will get the other two areas for free. In effect, this transposes the game into a "TKO in Three" type, usually to the IJN's benefit since US losses will be heavy and Attu, Dutch Harbor, Midway, Philippines, Singapore, and possibly Lae will all fall on Turn 2. This is ample compensation for failure to take Pearl.

If four or more LBA will be needed to defend Indonesia, you won't have any for the South Pacific, so consider patrolling a single BB in the South Pacific, planning to back it up with a single carrier. The US can defeat this force, of course, but at the probable cost of a CV.

If the Allies are defending a Home Area with only a single LBA, you should be reluctant to abandon your patrollers and

VITP - Reflections On The Tournament Trail (Cont.)

concede a four-POC swing so cheaply; otherwise, avoid attacking Allied LBA with carriers except in Hawaii.

The IJN's main worry on Turn 2 is failure to convert Singapore. The defense of Indonesia must be based on two propositions: (1) the area must be controlled at all costs and (2) it should be defended only with LBA and CVs. Even the capture of Pearl will leave the IJN in a hopeless position if Singapore is not taken, except in those rare cases where Samoa will fall as well. While 100% certainty cannot be achieved, the IJN should make Indonesia so strong that the IJN will win at least 75% of the time; otherwise, the Allies have a good option to attack, figuring that they have more to gain than to lose. Surface ships should not be traded with the British, so unsupported CVs relying on the +2 DRM for "day" may be required. Of course, these will be the Turn 2 reinforcements which would have to speed-roll to reach Hawaii, US Mandates or Coral Sea (which I call the "Allied Home Areas").

Fortunately for the IJN, the Allies must tip their hand by placing their LBA *before* the IJN must decide how many to commit, since the IJN will always use at least three of their own. Even with no US CVs in Australia and no Allied LBA in Indonesia, it is too risky to defend Indonesia with only two LBA. To establish a framework for estimating the chances of Allied success, I rolled out a few battles. The IJN won 13 of 20 trials (65%) with all six LBA and the I-Boat against three British carriers, three LBA and three US CVs. With only five LBA and the I-Boat, the IJN won only 8 of 20 trials against the same Allied force. Pretty scary, eh? What this tells us is that if 2 or 3 US CVs make it to Australia on Turn 1, all your LBA and a CVL or two may be going to Indonesia. You then have to use your excess ships not needed for the Hawaii attack to ensure that you break Allied control of the Marshalls. I suggest using Akagi, Kaga, Hoshio, some BBs and the I-Boat for this mission. Hopefully this will scare the Allies off and you can just beat up on the patrolling cruisers. If not, you simply have to hope that with all your ships other than the Hoshio having armor factors of at least "4" your losses will be minimal. If you lose all three of these carriers, you will need some LBA to take Pearl next turn, but you don't have a lot of choice.

Later

On Turns 3, 4 and 5, assuming Pearl has fallen, your main goal is to stabilize Indonesia and the South Pacific. You definitely need to take Lae and retain the Philippines, and may need to take Guadalcanal as well. Surprisingly, Midway is not all that important if Pearl has fallen because any US forces basing there will have only one opportunity to gain POC before returning to the edge of the board. The same argument applies to Attu and, to a lesser degree, Dutch Harbor.

Sometimes it is necessary to give up Indonesia on Turn 3, but if Lae is still in Allied hands this makes Turn 4 a real nail-biter as you face Allied LBA in Indonesia. Taking Pearl only to lose Saigon and Singapore on Turn 4 is devastating. The usual remedy is to send a big force into South Pacific with a couple of SNLF to take Lae on Turn 4, resolving combat in the South Pacific before Indonesia to neutralize the Allied LBA in Indonesia. This doesn't always work, however, and you should avoid relying on it. Life is much easier if you stay focused on the big issues and, if Lae has not fallen, make a major LBA commitment to Indonesia on Turn 3, using any leftovers in Hawaii.

Japanese LBA in Hawaii on Turn 3 are not much of a bargain because if the first round is "day", you will have to waste a large number of air shots on the first round attacking the US Marines. However, if you have lost more than one or two carriers on Turn 2, you need them. As for South Pacific and Marshalls, these have to wait until Turn 4 or 5. Japan and Marianas can go without LBA if you can spare the POC.

If on Turn 5 you have taken Pearl but are too weak to guarantee control of all of the Front Four you should give the Marshalls the weakest defense. Even with the Marshalls open, you are still guaranteed to gain POC on Turn 6 by putting your entire fleet and some of your air force in Hawaii. You need only single ships to control Japan and the North Pacific, and only a few LBA to defend Indonesia against any Allied carriers remaining from Turns 1-5. With South Pacific controlled by the IJN, the Turn 6 US reinforcements can't reach Indonesia. This setup gives you 9 POC and limits the Allies to a maximum of 7

(Mandates, Coral, Bengal, Marshalls, South Pacific). If you are weaker still and can control only two of the Front Four, they should be Hawaii and South Pacific. This is because if you control South Pacific on Turn 5, you are just about guaranteed Indonesia on Turn 6 because the US reinforcements cannot reach it.

In the latter stages of the game, it should be pretty clear that if you continue to hold Hawaii you are almost certain to win. Some players play the IJN as though the Allies are somehow entitled to recapture Pearl in the latter part of the game, but not me -- it's a higher priority even than Indonesia. If you hold only Hawaii, Indonesia and Japan and the Allies have no bases in the Northeast, they cannot gain any POC! Even if the USN fights your main fleet (or LBA) in Hawaii on Turn 6 and wins, it will probably have to base out of range of Japan for Turn 7. If possible, you want to control Hawaii *every turn*, not only for the POC but so that the US Marines can't recapture Johnston Island.

USN Tactics

Turn 1

The Australia and Canberra, as "everyone" knows, should patrol the Coral Sea and US Mandates. I had one highly skilled opponent who would not make this move, believing that the IJN is misguided to respond by placing the I-Boat in the US Mandates rather than Hawaii. I remain unconvinced, however. The I-Boat is more than twice as likely to break Allied control of the US Mandates as to sink a US carrier in Hawaii.

Some Allied players like to leave the Houston trapped in Manila at the end of Turn 1 so it can threaten the Marianas on Turn 2. This is a reasonable play, as it will either tie up a (superior) IJN ship on Turn 2 or give you a decent chance to break IJN control of the Marianas, saving the Philippines.

At the end of the turn, all non-British ships go to New Hebrides or Samoa. If you send BBs anywhere else, they cannot defend all three of Coral, US Mandates and Hawaii on Turn 2, giving the IJN more flexibility. All US carriers which arrived on Turn 1 and survived go to Australia, unless all five are in play, in which case one can go to Samoa.

VITP - Reflections On The Tournament Trail (Cont.)

Putting pressure on Indonesia is much more important than threatening Central Pacific or the North Pacific. The British should retreat to Singapore so they can patrol Indonesia on Turn 2 without a speed roll. Also, the Hermes then does not need to patrol to guarantee reaching Indonesia in the raid phase. Hermes need not sail if the IJN LBA defense is too strong, as it will "teleport" to Ceylon at the end of the turn anyway if Singapore falls. Any IJN CVs which come into Indonesia *could* raid the Hermes, but the Allies should welcome this development. By not patrolling Indonesia with cruisers on Turn 2, the British offer only hard-to-sink targets if they are retreating from a superior air defense.

Turn 2

Not much to add here to the accumulated wisdom of the ages. Patrol the Marshalls and the North Pacific (and maybe the South Pacific). If the IJN force at Hawaii is too strong to resist (that is, at least 5 CVs and enough surface ships to deny you a shot at every CV in a night action) you have the options described above under "Strategy". Don't patrol home areas with surface ships; this just reduces the number of raiders the IJN needs in Hawaii and creates more carnage. You want to kill Japanese CVs wherever they are in small groups. It can be disheartening to trade three of your 4-factor CVs for three smaller Japanese ones, but if it leads to saving Pearl it's often worth it. Besides, sometimes you roll "night." If the IJN splits its main force into two groups, you should have enough stuff to beat one group and should try it unless you have an easy alternative like controlling the Marshalls.

Generally speaking, you need to *either* save Pearl *or* save some advanced bases. The trouble with attacking Indonesia on Turn 2 is that you will probably do neither if you fail. Not only will you have allowed numerous base conversions because your CVs were all in Indonesia, but you might lose 2 or 3 LBA in Indonesia as well, making the defense of Pearl impossible. Don't make a bunch of raids into the IJN-controlled perimeter areas without adequate CV support unless you feel lucky. If you lose repeated day-night rolls you will suffer gruesome attrition with nothing to show for it.

An all-out defense of Pearl on Turn 3 can be a viable strategy if a few conditions are met: you saved the northern bases and Lae on Turn 2, you are down 15 POC or less, and you will definitely win the battle. You hope that when the dust settles, you still have some advanced bases to use on Turns 4 and 5. If you lose all your carriers on Turn 3, you will still probably be facing a full perimeter at the end of Turn 5, so you had better hold the IJN below 25 POC.

Later

Just some random thoughts:

Don't forget to leave your Turn 3 Marines in port if you are conceding Hawaii. The IJN is no lock to kill them via air raids, as 5 hits are required on each under the 2nd Edition rules. If the IJN goes for them, your three Turn 3 BBs may survive to "teleport" away at the end of the turn.

Keep an eye on the surface attrition. This is one lesson I have learned recently. You need to have a solid surface advantage in the latter half of the game. Disregarding the British, you start with only 26 surface ships to the IJN's 30, and you immediately lose seven or so at Pearl. Your last-move advantage combined with your reinforcements should allow you to reach at least parity by Turn 5 if you are careful. Unlike the IJN, you cannot afford to make patrols that will not be supported by raiders, because your ships are weaker and slower than those of the IJN. You need to rely on numerical superiority. Therefore, don't over-patrol! Early in the game, a defeated IJN patrol is worth more to you than an unmolested Allied patrol, even if the POC result is the same. This is because you have protected your freedom of movement, gained favorable attrition and possibly saved a base from conversion through surrounding. The IJN will not allow you to patrol anything that is important, so don't bother to try.

Once you get into the habit of making heavy British patrols into Indonesia, it's easy to forget that this can be suicidal if Singapore has fallen and the IJN is going to have a few spare carriers for the turn. He can raid into the Bay of Bengal, resolve combat in Indonesia first, forcing the bulk of the British navy

to retreat to Ceylon, and then air-raid you after brushing aside the Bay of Bengal defenders. If the Japanese do this right, the British will be completely eliminated after the Turn 5 BB withdrawals and your task will be much more difficult.

The best weapon the Allies have in this game is the rule that limits the IJN high-water mark to 29 POC. It is often possible to permit the IJN to gain POC at will while you protect your strategic position and roar back on the last three turns to win, particularly if you have received a handicap. By the end of Turn 3 you should be able to tell whether you can hold the IJN below 29 and plan accordingly.

One additional specific situation that comes up a lot is the US Turn 6 reinforcements against all six IJN LBA. This is usually an easy win for the IJN. Before trying this, remember that the LBA will be back on Turn 8.

The astute reader will note that the bulk of the advice presented above relates to the IJN. I find myself playing the IJN more than 90% of the time in tournaments because I am willing to bid higher than most players for the privilege. For the future, I look forward to playing the Allies with what I consider an adequate handicap. Any takers?



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Articles submitted will not be printed with any significant changes without first receiving the approval of the original author. It is requested that articles submitted to the BOARDGAMER not also be submitted elsewhere without first informing the BOARDGAMER.

Out Of Asia

A Variant For History Of The World

by Charles Bahl

This article first appeared in the April 1994 issue of DECLINATION, a now defunct zine covering History Of The World and selected other Avalon Hill multi-player games. Copyright 1994, 1995 by Charles Bahl. Reprinted by permission.

Normally I do not wish to reprint material that has appeared elsewhere. However, I figured this material has not seen wide coverage among the subscribers of the BOARDGAMER, and Charles was kind enough to provide it.

Besides, I was intrigued by a variant which requires fewer players and less time to play. Players and time are two things which I do not have in abundance.

Two or Three Player Variant

For those of you who don't like playing two factions in the normal two- or three-player game as published in the History Of The World rulebook, the following variant is presented. The standard rules are essentially unchanged. However, play is limited to Asian empires only. By restricting the game to a limited geographical area, there is still plenty of contact and conflict between civilizations without forcing players to control two factions.

Rules for Out Of Asia

1. General

1.1 USE OF STANDARD RULES: Except as specified in the following rules for Out Of Asia, the standard History Of The World rules apply.

1.2 NUMBER OF PLAYERS: Out Of Asia is for two or three players only. Each player plays only one color (faction).

2. Prepare To Play

2.1 EVENTS: Discard from the game all the purple (Kingdom and Migrant) event cards. Also, discard the olive-green Mayan and Anglo-Saxon event cards and the Trade Bonus card. Standard rules apply to the white event card (Sumeria). However, instead of

sorting the remaining event cards into nine piles, sort them by color into eight piles.

2.2 PLAYER HAND: Each player randomly draws one card from each pile to form his hand of eight event cards.

2.3 EMPIRE CARDS: Discard from the game all Empire cards for empires whose starting Lands are not in the Middle East, China, India, South-East Asia, Eurasia or Nippon. Sort and shuffle the remaining Empire cards per the standard rules.

3. Placement Restrictions

3.1 LAND RESTRICTIONS: Armies may be placed in Lands in only the following Areas: Middle East, China, India, South-East Asia, Eurasia, and Nippon. Obviously, this also means that Capitals, Cities or Monuments may be built inside only these Areas, and that Victory Points and Resource symbols may be claimed for only these Areas.

3.2 SEA RESTRICTIONS: Fleets may be placed in only the following Seas: Black Sea, Eastern Mediterranean, North Sea, Sea of Japan, Bay of Bengal, South China Sea and Red Sea. Victory Points may be claimed for only these Seas.

3.3 OCEAN RESTRICTIONS: Fleets may not be placed in any Ocean.

3.4 BARREN LANDS: The only Barren Lands in play are Siberia, Syrian Desert and Plateau of Tibet. "Barbarian" attacks (specified by Event card) may be made out of only the above three Barren Lands.

Variations

You will notice that there are only two Asian Empires in Epoch VII. There are a couple of solutions to this.

A.) The Mughals Empire card can be moved from the end of Epoch VI to the start of Epoch VII. This leaves three Empires in each of Epochs VI and VII. When using this option, the cards for Epoch VII should be drawn blindly (out of an envelope, for example) and hidden

from the other players so the card backs do not reveal any information.

B.) The game can be ended after Epoch VI. Note that this also allows this variant to be used for a four-player game.



History Of The World

188 Active Players August 26, 1997

1. Timothy Johnston	1603	AG-A5
2. Jim Fardette	1569	AE-A6
3. James Rush	1566	AA-6
4. Keith Levy	1563	AG-A6
5. Helen Hsieh	1562	AG-A5
6. Thomas Scarborough	1562	AG-A5
7. Olin Hentz	1553	AH-B6
8. Michael Hart	1553	AH-B6
9. Bruce Monnin	1543	BICC7
10. Stefan Krzywicki	1542	AI-B6
11. Josh Johnson	1536	AD-A5
12. Gordon Bliss	1535	AC-A6
13. Laura Ehlers	1535	AC-A6
14. David Metzger	1535	AC-A6
15. Ben Goldstein	1535	AC-A5
16. Paul Bolduc	1535	AB-6
17. Eric Jones	1529	ACB-7
18. Michael Frey	1528	AE-A6
19. Gary MacLellan	1528	AE-A6
20. Cliff Ackman	1528	AE-A6
21. James Allaire	1528	AE-A6
22. Ivan Lawson	1528	AE-A6
23. Keith Altizer	1528	AE-A6
24. Brian Carr	1528	AE-A5
25. Amber Martin	1528	AE-A5
26. Edward Wrobel	1528	AE-A5
27. Matthew Romaniecki	1528	AE-A5
28. Andrew Kutzy	1528	AE-A5
29. Eric Hessen	1528	AE-A5
30. Lillian Burke	1528	AE-A5
31. Eric Kirchner	1528	ACB-7
32. William Edwards	1528	ACAA7
33. Michael Newman	1527	AEB-6
34. Eric Redstone	1527	AE-A6
35. Christina Hancock	1527	AE-A6
36. Kirk Harris	1522	AGBA7
37. Patti Miller	1522	AGC-7
38. Jared Scarborough	1522	AG-B6
39. Chris Sasso	1522	AG-B6
40. Kevin LeRow	1522	AG-B6
41. Michael Ehlers	1522	AG-A6
42. Paul McCarthy	1522	AG-A6
43. William Navolis	1521	AG-B6
44. Richard Trockel	1521	AG-B6
45. Lauren Hickok	1514	AH-B6
46. Dennis Disney	1514	AH-B6
47. Kathy Stroh	1509	AI-B6
48. Jeffrey Miller	1507	AIBB7
49. George Young	1507	AHDA7
50. James Yerkey	1500	AC-A6

Avaloncon 1997

Early Reports From The National Championships

by Avaloncon GM's

I'll let Glenn Petroski sum up the Avaloncon experience:

"Another Avaloncon is behind us. Many more lie ahead. Avaloncon has proven to be the International Board Gaming Championships. The standard by which all others are measured. The competition is beyond that found anywhere else. The comradery, sportsmanship, and good clean fun, are rarely matched anywhere."

I had another great Avaloncon myself (see the From The Editor - page 3). I even skipped many of my usual tournaments and played in three or four new ones. Below are the details from some of the events at Avaloncon, and hopefully I will have more to share in the following issue.

ACROSS FIVE APRILS (GM: Andy Lewis)

The 1997 Across 5 Aprils tournament saw 23 players including 6 first time participants come together to re-fight battles from the American Civil War. This tournament is unique; you play the same side throughout the entire tournament so you are only competing against the other players on your side until the final. Everyone is guaranteed three games in the first round.

The initial game was Bull Run which was used only as a tie-breaker so works well to shake off the cobwebs about the system as well. The Confederates won this scenario 6 to 5. This is the first year that the Confederates have had more wins in this battle. The five year totals are Union 56 wins, Confederate 29 wins, and one draw. The second game was Bentonville with the Confederates keeping the winning edge with 6 wins, only 2 losses, and drawing 4. The final first round game was Pea Ridge. This game was evenly split 5 wins apiece. Four players on each side advanced to the single elimination rounds. All four Confederates had previous experience in the elimination rounds including the defending champion. The Union side had only one experienced player and also included a first time tourney player.

In the quarterfinals although it's single elimination, it's still not lose your game and be out since you are still competing against your side. The Confederates won three substantial victories and drew one (5 year totals: U 24, C 45, D 30). This meant that a loss was good enough to advance on the Union side. The semifinals, Pea Ridge, saw each side win one decisive first day victory. This set up a final of Pea Ridge between defending champion David Metzger's Confederates and Chris Lefevre's Union. David won a first day decisive victory for the national championship (Pea Ridge 5 year totals: U 38, C 52). The fourth in five years for the Confederates. It's interesting to note in a game with a lot of luck from chit draws and die rolls that skill must play a major part as well, since David hasn't had less than a Substantial Confederate victory in 11 games over the last two years!

ACQUIRE (GM: Michael Anchors)

The Acquire event was the biggest ever, 52 players. Two preliminary rounds of four player games were held, the players with the best record advancing to a semifinal round of sixteen. The four semifinal winners played a four-player final. This format was different from last year, and much appreciated. We will continue it in the future.

The event was held at a later time on Saturday, allowing players to complete their morning games. That boosted attendance, but unfortunately, Auction, which had always been a Sunday event was moved to Saturday afternoon. Acquire, starting earlier, drew many players away from Auction. There was some griping from players who wanted to play in both events.

Editor's Note: Actually, Auction has been in its Saturday at 3 PM time slot for the last three years. Acquire, on the other hand, has been in a different time slot for each of the last four year's (including three different days). — BAM

We had a lot of trouble rounding up enough game sets this year! The old

plastic sets are disappearing as they get worn out, and can't be replaced; and few players want to play with the New Acquire because the board gives them eye strain. But they are going to have to buy the new sets! because the tournament rules say, you can't be guaranteed a place if you don't bring a game!

I might suggest to Avalon Hill that the New Acquire board itself is not the problem. It's the pieces which were printed in pastel colors, the same light colors as the board. The tiles can barely be seen. And patterns like hotel chains—forget it! With little trouble, the company could make a counter sheet with white lettering on a very dark background. That would show up better. The games are not going to move until you do. You might not have been willing to do it before, because you thought the demand for Acquire games was small. But the large turnout at Avaloncon this year demonstrates the continued popularity of Acquire. And the delapidated condition of the game sets should suggest that players may be replacing their game sets in the future.

Some of the players, who had lost hotels from their set, were reduced to writing numbers on little pieces of paper and playing them as tiles!

After the event, I found two plastic hotels 3E and 9E left behind on one of the tables. Anyone missing 3E or 9E please contact me, MAnchors@aol.com.

AUCTION

The event was down to 16 entrants this year due to be held in one of the far back rooms and due to a scheduling conflict with Acquire. The finals consisted of the only three player to win the event, Bruce Reiff, Ken Gutermuth and Bruce Monnin, as well as a usual contender, Marilyn Koleszar.

Bruce looked to have the early advantage as the rich collector bought his three Jewelry pieces early. His former benefactor turned against him as the rich collector then bought his

Avaloncon 1997 (Cont.)

Sterling, leaving him with only Buyer's cards and a Tapestry in his hand. Ken Gutermuth then managed to put together a winning combination with the help of some good payoffs when selling his extra items. Bruce Monnin took second place with his large cash holdings and Marilyn Koleszar took third place.

BATTLE OF THE BULGE '81 (GM: Randy Heller)

This year's Avaloncon Battle of the Bulge '81 tournament saw a resurgence of interest with 15 participants, including the game's designer, Bruno Sinigaglio. This may be a reflection of XTR's recent release, Wave of Terror and/or the announcement of TAHGC's upcoming release of Bitter Woods. There appears to be a continuing interest in the Bulge as a gaming topic.

Forest Pafenberg unseated last year's champ, Bruno Sinigaglio, in a first round upset. Numerous kills on the opening move left Bruno with little to defend. With the early loss of Bastogne and Parker's Crossroads, Bruno resigned on the 18PM turn. An even more surprising upset was top seeded Bryan Eshleman's resignation half-way through the German opening move. Phil Evans took out the entire southern front, at which point Bryan quickly threw in the towel. The newcomer Hacker brothers both quickly bit the dust, but chalked-up their games to a good learning experience, and promised to return next year for further abuse.

In the second round, the indefatigable Tom Scharwark nearly put pay to Phil Evan's Yanks with a clever Blitzkrieg attack, which would have put strong German forces next to the victory town of Stavelot. Alas, it was not to be. Any die roll but a 6 would have worked. Sure enough, Tom rolled the ugly 6. Once again, Tom bowed out to the luck of the die, but swore revenge come next year.

In the semi-finals, bosom buddies Forest Pafenberg and Phil Evans were matched, while Randy Heller slugged it out against Phil Pritchard. Phil Evans was able to capture Bastogne due to a placement error, which served to unhinge the Yank defense and secure a win. Randy was plagued by continual

poor die rolls, and just squeaked out a win on the final turn by killing the 18th Yank unit.

For the third time, Phil Evans and Randy Heller faced-off in the final round of an Avaloncon Bulge '81 tournament. This was a true, but friendly, grudge match. Each player chose the side he thought held the advantage, Phil the Germans and Randy the Yanks. Phil's opening move received average results, with a D-4 A+4 in front of Clerf. On the second game turn, Phil received three key exchanges in the north, which really put Randy behind the eight ball. Bastogne fell very early on 17PM. An 18 PM German Blitzkrieg attack into Spa closed any hope for Allied success.

Congratulations to Phil Evans for a well deserved win.

BATTLE OF THE BULGE '91 (GM: Kevin McCarthy)

This year's Bulge '91 tournament resulted in mostly American victories. The tournament scenario seems well balanced but the weather and air rules have a great impact on the game. German players must keep a close eye on isolated American units. A good American air strength roll can result in air dropped supplies to isolated units. This is turn causes the German player many problems.

The final was between Randy Heller (Germans) and Kevin McCarthy (Americans). Randy's good opening move was stopped on turn two by wet weather and five American air actors. On turns three and four the Germans made slow progress. Kevin overextended himself on turn four in an attempt to isolate German units. Randy quickly took advantage of this error, destroying the 101 Airborne and created a breakout. Kevin only just managed to seal off the breakout on the last turn and win with the Americans.

BREAKOUT: NORMANDY (GM: Ron Fedin)

This year's tournament was great. The level of participation was the highest ever at 87 games played over 6 rounds. The level of playing prowess was also significantly improved over previous years.

Breakout: Normandy started out the weekend with a "Mulligan" round on Wednesday night. Players could take or leave their Wednesday night results, in place of the regular first round, which was scheduled for Friday. Mulligan round losers could drop their loss status and start fresh on Round 1 on Friday morning. Mulligan round winners could sleep in on Friday and would not report for regular BKN tournament play until the start of Round 2 on Friday afternoon. Thirty two people played in the BKN Mulligan round, some experimenting with tactics, knowing that a loss could be discarded. Everyone appreciated this chance to warm up for the regular BKN tournament.

Friday, the regular BKN play began. 53 players took part in the tournament. Used again this year was the use of the bid (to play the Allies) as the points to be awarded for a victory, by either the Allies or the Axis. This system provided a convenient tiebreak for people with the same win/loss record, a problem for any 2-player tournament with 54 players and 6 rounds of play.

The Mulligan and first round ended with equal Axis and Allied wins. Al Bard gets the award for fastest loss. He had to resign after 45 minutes into his first round game after getting literally blown off the beaches as the Axis player. To reduce his post-game trauma, the GM awarded Al a rock that he brought back from Omaha Beach when he was there in 1995.

However, starting with round 2, Axis play dominated with 52 wins overall versus the 35 wins for the Allies. Since the bidding for the Allies was an auction bid at the start of each game, the dominance of Axis wins seems to infer that people tended to overestimate the ease of the Allies strategy. Maybe it was playing the six five-hour rounds in less than two full days which made people lose the concentration needed to play the Allies!

The battle for tournament champion was hard fought. The BKN tournament was won by veteran Jim Doughan, his second Avaloncon BKN championship. He also won in 1994. His 1997 championship was deservedly earned with wins over the 1996 champion, Hank Burkhalter, the 1996 runner-up, Bryan

Avaloncon 1997 (Cont.)

Eshleman, and four other worthy opponents. Second place was once again taken by Bryan Eshleman who, along with Jim Doughan, entered the final game undefeated. Both vowed to come back next year to try again! The overall comment from the GM and from Don Greenwood was that the entire BKN field appeared to be very strong (Don was beaten in the third round by the 1996 champion, who beat Don last year also). Rounding out the BKN prize winners were Byron Stingley - 3rd, Paul Fletcher - 4th, Hank Burkhalter - 5th, Phil Barcafer - 6th, Alex Kondas - 7th, and Andrew Choptiany - 8th.

The GM announced two sportsmanship nominations. Murray Cowles played the Mulligan round and obtained an easy victory over an inexperienced youthful player. Instead of taking the win and easily advancing into the second round, Murray declined the win in the Mulligan round and had to start completely over by playing the first round on Friday (Note that Murray did win again in the first round). The GM also nominated Michael Arrighi who in the first round of play informed the German player that, following Michael's attack on Tilly (a victory point area), the German had to remove one less casualty point since the attack was in bocage which the German had overlooked. Thus the German held on to Tilly instead of losing it, and this eventually helped lead to the German holding on for the victory.

ENEMY IN SIGHT (GM: Neal Schlaffer)

Attendance at this year's tournament was nearly double last years with 64 admirals vying for top honors. The longest first round game took nearly 4 hours to complete. The top 12 players advanced to the final round. Two final round games were played with six players each. First place and second place was decided by the winners from each table. The remainder of the prize monies was awarded based on individual victory point totals. In game one Gordon Rodgers was leading with 53 victory points. He made a play for Ray Brook's port with four fat targets in it. Rolling the die, Gordon missed all four times. Tim Hitchings attempted to run a two-ship blockade with the prize, Dreadnought, but failed.

GAME 1 - Final Round

PLAYER	1st Hand	2nd Hand	Final Score	Place
Matt Romaniecki	8	58	64	10th
Tim Hitchings	11	48	74	6th
Chuck Menck	26	79	101	2nd
Edward Rock	30	52	67	8th
Kevin Coombs	21	60	85	4th
Jason Wagner	25	39	63	11th

In game 2 of the final round the players were evenly matched as they advance through 3 hands. Into the third deck Tim attained the lofty, but unenviable, position with 99 victory points. This is often referred to as the "duck and cover" position. James Pei, in forth place, sank 30 points worth of ships in the second hand. James then scored a 30-point prize in the third hand and sank one small ship for 8 more victory points. This brought his total to 108 victory points. Tim Evinger was battered, but not beaten. His anxiety reached its limit and he hung on by the skin of his teeth with three battered ships. However, the other players were unable to prevent him from sinking 19 points worth of ships. This propelled him into the win in his game. He had to wait for the finish on the 2nd game. When he realized his score exceeded that of Chunk Menck, playing in game one, he literally leaped off his chair and screamed for joy. The tension was over he had won. Chuck Menck, the winner of game one took second based on points. James Pei took third with the next highest score from both games.

GAME 2 - Final Round

PLAYER	1st Hand	2nd Hand	Final Score	Place
Dave Davis	26	34	59	12th
James Pei	20	69	108	3rd
Gordon Rodgers	29	61	80	5th
Ray Brooks	16	46	68	7th
Brian Conlon	28	54	66	9th
Tim Evinger	14	51	118	1st

The six ladies who participated in this year's Enemy in Sight tournament were eliminated in the first round. Last year's winner, Fred Gosnell, was eliminated by Dave Davis in the first round.

GUERRILLA (GM: Neal Schlaffer)

This year saw a slight increase in the attendance at the Guerilla tournament.

Thirty-six would-be dictators vied for top honors in a two-round tourney. The six-player, first round games had two chits each of the government, guerilla, and mercenary factions. Each game played through two decks. This year saw a complete reversal from the previous year's tournament. The dominance of the guerilla factions was evident as they won all the first round games. The table below shows you the end scores for the first round games. Only games 3 and 5 had point spreads close enough for the mercenary to avoid half victory points.

Game	Guerilla VP	Govt VP	Winner
1	136	102	Nicholas Pei
2	186	85	John Sonderman
3	129	118	Kevin LeRow
4	117	87	Zack Metcalf
5	158	136	Stanley Buck
6	135	73	Gordon Rodgers

The second and final round was played with three each government and guerilla faction chits. The government faction quickly took an early lead. Recon patrols were being ambushed left and right. Stanley Buck quickly built a defensive ambush capability that would lead Nicholas Pei to willingly avoid attacking him for the remainder of the game. Kevin LeRow's was attacked heavily and was reduced to just an Armor Column. Gordon Rodgers solidified his hold on the banana republic by building his empire around the Imperial Palace and an 18-point government army. Stanley Buck's rebel TV Station survived 2 separate armor attacks earning him 8 points each which he tried to double, but failed as atrocities were played. At the end of the first deck the government lead had been extended 107 to 76. Armor Columns rolled forth in the second deck only to fail giving John Sonderman 16 victory points. Nicholas Pei looked at Stan for easy points, but shied away from the 3-strength ambush chit. He attacked Gordon instead only to lose to an isolated -2 unit and a great die roll. Most installations were controlled by the same player throughout the game. Only a few changed hands more than once. Controlling the Policia did very little for Zack Metcalf as one assassination attempt after the other failed to score any points. Kevin LeRow stole the port away from Gordon converting it to rebel control. As a second action, Kevin successfully repaired the 4 points of

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damage that had been placed there by an earlier airstrike. As his first action, Gordon promptly stole it back. Obviously the government red tape denied Gordon the opportunity to repair it. Handing it over to the rebels for a turn was a good idea. Zack attacked the Banco de Nationale with a sure thing, but got ambushed by Nicholas. Zack lost a 3 +2 leader and 11 points of troops. The tension increased and all 6 gamers were standing as the game entered sudden death. Gordon lost the port to Stan and in his turn Stan stole it back. The game continued on a die roll of 1. John deployed additional troops and rolled a 5 for the end of game. The game continued. Nicholas used the bank garrison to sortie out and attack, but the result was a tie. The end of the game die roll, another 1! Zach finally assassinates a 3 +2 leader using the Policia and rolls a 7 for the game's end. The government faction wins 177 to 123. The final victory point totals are in the following table.

Player Name	VP	Faction	Place
Gordon Rodgers	74	Gov't	1st
Nicholas Pei	70	Gov't	2nd
Stanley Buck	36	Guerilla	3rd
John Sonderman	25	Guerilla	4th
Zach Metcalf	11	Gov't	5th
Kevin LeRow	11	Guerilla	6th

A mere 4 victory points decided first and second place. If only John Sonderman had played one less atrocity on Nicholas the results would have been decided in his favor. So goes war. A friendly die roll decided fifth and sixth place. Denis Mason and Tim Miller rounded out seventh and eighth place for prizes based on their victory point totals in the first round. Sean Cousins, last year winner, was eliminated in the first round at the hand of Gordon Rodgers.

HISTORY OF THE WORLD w/BIDDING (GM: James Pei)

This year, 34 would-be conquerors vied for the championship of the bidding variant of the ever-popular game, History of the World. In the first Heat, 3 games were played. Jason Levine got off to a strong commanding lead in one of the game. Unfortunately, he was not very discreet about it and openly told people that he could not be caught. Like any good multi-player game, the rest of the players at his table pounded

the leader into the ground. Poor Jason wounded up in fifth place at his table.

The second Heat featured 4 games. A number of players adopted the little known strategy first used by GM James Pei from the first Heat of combining Epoch VI Spain with Epoch VII Manchu. The reasoning is that people usually bid very high for Russia, French, and Britain. By bidding for the Manchu, a player could get it more cheaply and also gets to go early in the Epoch. Combined with the previous Spanish expansion into the Americas, Africa, and western half of the mapboard, the Manchu is a good follow up for expansion into Japan, China, and eastern portion of the mapboard.

The final was a nailbiter. Bill Crenshaw was able to snowball the Persians with the Macedonians and then Arabs with Franks. James Pei was not able to pick up any great empire except Britain and so chose the bargain strategy route. Kevin LeRow was doing well early until overtaken in the later Epochs. Lauren Hickok got off to a bad start with the Greeks, losing over 50% of her dice rolls. Even the Mongols were not able to resuscitate her fortunes. Bob Destro played very well in the 2 Heats with the Arabs. So in the final, he placed his hopes again with the Arabs, but did not bid high enough to get it. Thereafter, his chance for the lead turned sour. Michael Hart bided 45 points for the Romans but did not snowball enough points later to justify the high bid.

In the end, Bill was able to use diplomacy and charm to persuade others to sack James' monuments. James was too fatigued and hungry to mount effective rebuttals. And so, James lost the championship by one point to Bill even though he could build 3 more monuments but was not alert enough to notice the need for empty sites.

All in all, this year saw better strategy and higher bids. Several lessons were observed. Lesson 1, be discreet! Lesson 2, get some sleep the night before the final. Lesson 3, eat some food during a long game.

HISTORY OF THE WORLD Jr. (GM: Rob Beyma)

Seventeen kids ranging from eight to fourteen years old, most of them

veterans, showed up on Thursday for History of the World, Jr. Several families had 2 or 3 youngsters in the tournament. Four qualifying round games consisting of six Epochs were played with 4 or 5 players per game. Brendan Crowe, Dan Dolan, John Culp, Phil Chilcote and Richard Beyma advanced to the championship game.

Black, played by Richard, grabbed the lead at the half way point on the strength of Chinese and Indian empires. Dan, playing blue, was a close second with a boost from the Persians on turn 2. The Romans did not appear in this game. Phil, playing purple, gained ground on turn 4 with the Arabs. Richard built up an insurmountable lead with the Mongols. In turn 5 and finished first with 206 points. Phil finished second with 155 points. John nipped Dan for third place with the Turks in turn 6.

A special thanks to Gayle Kirchner for her very valuable help in running the tournament. It will be helpful if a few more players brought games next year. Games with 3 to 4 players should move a little faster. Speaking of next year, four of the five finalists were 14 years old; this leaves the path wide open for the younger kids next year.

MUSTANGS (GM: Cliff Hansen)

Twenty hopeful pilots entered this year's tournament. Following the same popular format as in previous years, entrants chose Axis or Allied sides for three rounds, with the two top flyers of each side advancing to single elimination semi-finals. This year's rounds pitted Allied Wildcats against Hamps (Wildcats 4, Hamps 4, 2 draws), French D.520s against Me-109E3s (D.520s won only 2 matches), and P-51Ds against NIKI Georges (Georges won 6 out of 10). Past Mustangs champions Dave and Steve Chilcote qualified for the semi-finals for their third straight year; veteran Mustangs player Steve Munchak and newcomer Andy Lewis also qualified.

The first semi-final round pitted Steve Munchak's P-51D against 1996 champion Dave Chilcote's team of one F-4U Corsair and one George. Munchak emerged the clear victor, downing both opponent planes at no loss. Andy Lewis chose Georges to

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:

Russ Gifford
320 E. 27th Street
South Sioux, NE 68776-3205
SHANGRI@pionet.net

☐ 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
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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) _____

Has D e f e a t e d

(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) _____

(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) _____

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

Return this chit to:

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

☐ Check here if continued
on another chit.

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face Steve Chilcote's P-51Ds, and ended up ahead after a tough scrap. In the final round, Andy stayed with the Georges against Steve Munchak's P-51Ds, downing one P-51D with no loss, and taking the championship.

MUSTANGS FURBALL (GM: Cliff Hansen)

This year's Furball rivaled the Mustangs tournament in size, enlisted 18 players, doubling that of Avaloncon 96. Players chose a single aircraft for an all-out, every-man-for-himself brawl on a single game board. Popular choices were the Me262 (4 entered), P-38L (3 entered), and P-51D (3 entered); other entrants chose P-47Ds, Meteors, FW-190s, and even a Beaufighter. Movement and firing were controlled by adapting Circus Maximus rules.

The ranks thinned quickly in the first turns as players gleefully blasted away at whatever happened into their gunsights. Six pilots survived through the concluding turn. Dave Davis' P-47D emerged the winner (38 points and 2 kills), followed closely by Steve Munchak's P-51D (37 points and 2 kills); third and fourth places went to Ed Musselman's Meteor (33 points and 2 kills) and Matt Evinger's FW-190D-9 (24 points and 1 kill). Dave took home the championship plaque.

PELOPONNESIAN WAR (Emergency GM: Kevin McCarthy)

Peloponnesian War drew a field of ten contestants this year. Five new players challenged five veterans for the championship.

A pattern has developed that results in Athenian armies and fleets dominating play. We tried an experimental auguries rule but it didn't seem to help much. We will have to try something different next year. By the end of the day, Athens won eight of the nine games played.

The new players did well and won more than their share of victories over the veterans. Once again this year a beginner made it to the finals. Glenn Petroski (Athens) played Kevin McCarthy (Sparta) in the final match. It should have been an interesting game, but Glenn had no luck at all. He rolled auguries on the second operation of the

first turn, and Lunar Eclipse for the second turn random event. Those events helped Kevin to win the final and claim the only Spartan victory of the tournament.

RUSSIAN CAMPAIGN (GM: Rob Beyma)

A revised tournament format including an optional 42-43 scenario and more flexible opening rounds resulted in an increase in players for the second year in a row. Twenty four players, most of them seasoned veterans, showed up for the annual eastern front struggle. The 1995 defending champ Rob Beyma returned from the western front although, unfortunately, the 1996 champ Tom Gregorio could not be there.

The bidding in the 41-42 scenario stayed around +2 or +3 most of the tournament as most of the veterans know the scenario and each other. The bids in the 42-43 scenario ranged from +1 to +11 and produced several interesting games. I would like to hear from TRC players as to whether they would like to see the 42-42 scenario mandatory in at least one of the rounds.

Round 1, Heat 1 saw 8 of the 9 favorites win although newcomer Steve Huskey scored an upset over Forest Pafenberg. Alan Zasada gave Gary Dickson a close game until eventually succumbing in 42. Ten players showed up for Heat 2 including three players who lost in Heat 1. Allen Kaplan nipped Alan Zasada in a very close game while Forest Pafenberg avenged his Heat 1 loss.

Round 2 saw six good games between 12 experienced players. Chuck Stapp had Rob Beyma on the ropes with a productive 41 campaign but an untimely SNOW roll in Mar/Apr 42 put the freeze on the German 42 offensive. Forest Pafenberg edged Allen Kaplan in a seesaw game that went down to the last turn. Martin Musella's Germans outlasted Bill Scott's Russians in an exciting 42-43 scenario.

Round 3 saw the three top seeds - Rob Beyma, Phil Evans and Gary Dickson - advance to the semi-finals. Rob, by virtue of being the most recent defending champion, received a bye. Gary's Russian machine rolled on with a

win over Phil as the Germans ran out of gas in 1942. This left Rob Beyma and Gary Dickson for a rematch of their 1995 game. Since Rob had two other finals to play on Sunday and Gary was not scheduled to return to California until Monday, Gary very graciously agreed to play the championship game Sunday evening.

After overcoming a few administrative problems such as finding a place to play and a suitable table, the championship game got started about 8:30. It did not last long. Despite (4) 7-1s, (4) 5-1s, a 2-1 and an AV, Rob's German first impulse attacks managed to eliminate only 6 factors - 2 of them on the AV. Gary and Rob agreed this was the worst start either of them had ever seen. Not being up to playing out a lost game after a long week, Rob immediately conceded. To salvage an otherwise lost evening, Gary offered a rematch.

The second game saw better German rolls on the first turn, although still slightly below average. Bypassing a strong Leningrad defense, the German panzers advanced on Smolensk on turn two. They planned to threaten Moscow in Sep/Oct or drive south towards Kharkov. In the south, the German panzers broke the Bug river on turn 2 but were repulsed in a second impulse 3-1 (AR) on Dneproptrovsk. After rolling LT MUD in Sep/Oct, the Germans had to be content to capture Bryansk, Kiev and Dneproptrovsk. The Germans were in position to go for Moscow and Kharkov in Nov/Dec but a SNOW roll sent them back to their winter positions. An aggressive Russian counterattack in Nov/Dec failed to win either 1-1 surrounded attack near Bryansk but did pick up 3 German infantry corps on a 4-1 in front of Leningrad.

Jan/Feb 42 saw the Germans aggressively attacking some exposed Russians in front of Kursk and Kharkov. The Russians, with their eyes on Helsinki, won a 1-1 vs a doubled stack of Finns to break into Finland. The Germans had a -1 weather DRM in Mar/Apr but could only manage a LT MUD. The lone Stuka blitzed Kharkov and the Germans advanced in the center. Unfortunately for Rob, a 2-1 on Stalino was repulsed. The Russians hit a reinforced Helsinki on a 1-1 in the second impulse and won the city and

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Finland. With clear weather and replacements in May/Jun, the Germans launched an all out offensive in the center. Spurred on by two key 4-1 wins, a German panzer stack moved adjacent to Moscow. The Russian scrapped together a 1-1 counterattack and drove the panzers back.

At this point, and 2:00 in the morning, the players agreed to end the game. Since the tournament had already been officially decided and both players had to leave in the morning, neither player felt playing the game out to be worthwhile. The Russians had an edge at this point primarily due to holding Helsinki and Leningrad. However the Germans had good play for Moscow, Kalinin and Tula in Jul/Aug. It probably would have gone down to the last turn.

The Russians won 14 of the 21 1941-42 scenarios played this year while the Germans won 2 of the 3 1942-43 scenarios. The bids in the 41-42 scenarios averaged 3.1 with a low of +1 and a high of +9. The bids in the 42-43 scenario averaged 7.8 with a low of +1 and a high of +11. I hope to see even more good players in 1998!

RUSSIAN FRONT (Demo) (GM: James Pei)

Russian Front did not garner the 8 minimum entrants due to factors such as schedule conflict w/ other more popular events, somewhat long tournament format, and several late arrivals. Even the GM was swayed to play Hannibal instead of playing Russian Front.

6 players signed up for the event, but only 3 actually played games.

However, I still enjoyed the game immensely, and will not hesitate to run the event again if there ever exists enough interest. But, the long, grueling format is just not conducive to Avaloncon any more since there are so many tempting new tournaments every year. Sadly, there seems to be a slow fading of the long 2-player tournaments as gamers prefer to play in shorter duration games, thereby able to participate in more events. Even I begin to slowly migrate to games like Hannibal, We the People, and Breakout Normandy.

TITAN (GM: Bruno Wolff)

I think the multiplayer Titan event improved again this year. There were 72 participants who played in 59 preliminary games (all 4 player games). This is up from 66 participants and 45 games last year. I think having a full day to play Wednesday helped a lot, especially since there wasn't as much competition from other events that day. 29 of the 59 games were played on Wednesday. I think some other things helped a bit too. It was mentioned to me by one player that my web page got him to come. A few of the players were people who have been playing in Play by Email games (with volunteer hand moderation) who hadn't previously come to Avaloncon.

Between the increased number of games played and what I think was a higher overall level of competition, getting into the semifinals was significantly more difficult this year. Two players with two wins in preliminary play did not qualify for the semifinals. I felt the quality of players in the semifinals was the best it has ever been in the four years I have run the event.

I received a couple of suggestions this year. The first was that the previous year's winner should get a bye into the semifinals. I am very opposed to this one and won't be doing this.

The second was that there was some dissatisfaction with the tie breaking of mutuals in the finals and semifinals (in preliminary rounds mutuals count roughly as both players losing). I think there may be room for improvement here, but I am not happy with any other suggestions I have heard. I don't think it is appropriate to replay games that end in mutuals. I also do not think rolling a die after a mutual is a good idea. While my system of advancing the higher seeded player gives an advantage going in to a semifinal or final game, the effects of this have a benefit. Players are encouraged to try to get a high seeding, not just a good enough seeding to get into the semifinals. For the two player event points were used to break ties (an improvement over the replay system used in past years). This has some merit, but I still prefer using

seeding to break ties. Another possibility would be giving the tie break to the player who started later (lower tower number) to offset the advantage of starting earlier.

We had a few families in the event again this year.

For the Proksch's, Steve finished ahead of his younger brother Nick who in turn finished ahead of their father Tim. This was in spite of Steve having the toughest set of opponents during the event (of everyone). Unfortunately, Steve left their Titan set at Avaloncon and ended up being voted to be the one to drive from Muskego to Milwaukee to pick it up from me.

Jon Shambada finished ahead of his father Steve (not for the first time either).

Brother and sister Peg Meacham and Robert Masso both made the semifinals, with Peg having the top seed overall. However Peg was first out in her semifinal game, while Robert was second out of his, so he ended up finishing ahead of her.

In the Koleszar family Steve, John and Luke entered (we couldn't talk Marilyn into playing, but maybe next year). John and Steve both made the semifinals. John had the higher seed and ended up in front of his father Steve after each finished second in their semifinal games. Steve (who won the multiplayer Titan event 2 years ago) only was able to play preliminary games on Friday because he was running and playing in Storm Over Arnhem. He only played in three (players were allowed six) preliminary games. This hurt when he mutualized with Aaron Fuegi in their semifinal game and Aaron advanced because he had a higher seed. Aaron's titan had taken 14 of 16 hits of damage before the titans closed in a death embrace.

One of the more dedicated players was Barry Ehrlich who sent me a FAX Friday night asking me to call him if he made the semifinals. If so, he was going to drive back from New York early Saturday morning to play in the 9am semifinals. Unfortunately he was just a bit out the semifinals.

We had two players, Akihisa Tabel and Masahito Ishiwa, from Japan this year.

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Akihisa was just a short ways from making the semifinals in the multiplayer titan event and took second in the two player event.

Brian Sutton, who won the multiplayer event in '93 and the two player event this year, finished second at his semifinal table.

The finals consisted of Dave Finberg, Aaron Fuegi, Mike Pustilnik and Ed Rothenheber. Mike went out first. Ed went out next as part of a deal. Ed lost the roll and kept his part of the deal, but wasn't too happy when Aaron didn't have much success. Dave Finberg was this year's winner. Unfortunately the plaque for Titan was missing and he will have to wait a few weeks to receive it. If anyone knows who did this please explain to the guy how doing this kind of thing hurts everyone at Avaloncon and try to get him to return the plaque.

The shortest game this year was a preliminary game won by Brian Sutton on the third turn. Akisisa Tabel and Dan Huffman mutually. Brian had gotten two Warlocks on his first two turns and finished off Richard Barnette on his third turn. The whole thing was over in less than 20 minutes.

Mike Pustilnik gets the Lone Ranger award for almost pulling out a game while having essentially one stack for over half of a game. Mike got his Titan up to a 19-4, but was eventually finished off by Robert Masso.

The strangest ruling I got to make in the event was when I was asked what to do about a gorgon sitting in a bog! It seems that in a game with four active players, no one noticed as one of the players moved a gorgon into a bog and proceeded to range strike out of it. The two players not in the battle claimed they were off doing other stuff when this event was allowed to take place. After some comments about floating and sinking logs, I just told the player to move the gorgon out of the bog if it was still unengaged when it got back to his turn again, since it apparently had been in the bog for a while already before either player noticed.

TITAN 2 **(GM: Cliff Ackman)**

30 people participated in this year's event run by Cliff Ackman. This is up a lot over last years total of 17. I suspect the full day of gaming on Wednesday helped, as it made it easier to participate in both Titan events. I also think the number of participants seriously interested in Titan was up this year, but I don't have proof of that.

In the semifinals, Brian Sutton defeated Clifford Smith and Akihisa Tabel defeated Dave Finberg. Brian Sutton then defeated Akihisa Tabel to win the finals and take the plaque.

TURNING POINT: STALINGRAD **(GM: Henry Jones)**

On Thursday morning at 10 AM, the grizzled veterans of many campaigns gathered once again, as they have done on 6 previous occasions, on the banks of the mighty Volga River to do battle for Stalin's city.

Unfortunately, this year there were only 8 of us present as many decided to abandon the cold of the Russian steppes for the sun of Italy as Hannibal had the same starting time. Nevertheless, it was a good tournament (except for yours truly leaving a hole in his Russian lines during the first night which allowed Christopher Bodkin to put an early end to my hopes of glory) and a good field of players.

The 1996 champion Byron Stingley defeated the 1994 champion, Ron Fedin in a close first round game and proceeded from that point to capture the 1997 TPS plaque with a convincing final round win over Christopher Bodkin. The was an unprecedented third plaque for Mr. Stingley, having won previously in 1991 and 1996; all three times as the German player. The Germans won 5 of the 7 games played this year, proving once again how unforgiving and difficult it is to play the Russian side.

VICTORY IN THE PACIFIC **(GM: Glenn Petroski)**

No easy victories! This about sums it up. The competition has intensified with every Avaloncon.

This year, as with '95 and '96, the VITP tournament amounted to a free-for-all. Going into the last round, no less than five contenders still had the championship within grasp. No one jumped off with an early lead, and no one ever pulled out of the pack. Every round was a mad scramble for one more victory for every player. One more attempt to pull ahead ... just a little bit. It never happened.

No one went home undefeated. Every player took at least one loss; most took two or more. The "top ten" difference is no longer. Scores are close as far down as 22nd, out of 46 players. The Open Swiss scoring system provided the the small tie-breaking differences needed to determine the actual standings nearly all the way down the roster. To the "regulars" this is becoming the accepted norm.

When the cardboard settled, and the rumble of a thousand dice died away, Ed O'Connor, of New Milford, NJ, emerged as champion. Ed has always played well in the past, but never a spectacular showing. This year he went all the way for the plaque and the glory!

Mike Kaye, came in second. Mike is one of the stronger players with a reputation to defend. 1997 was his year! He came close, real close....

Alan Applebaum came in third. Alan is a two-time champion, but it took on the chin like everyone else. "Upstart" Andy Gardner complimented Alan by saying he was privileged to be playing against the best. Alan replied "If I were still the best, you wouldn't be playing me!

Phil Rennert finished fourth by driving the GM to the wall in the last round. Phil is another one of those come from behind players of past years. Yea, we heard his name before, but can he play? He can play! He can play!

Mike Ussery moved up to fifth place. Always a top 10 player and faithful assistant GM.

Ray Freeman took sixth. Ray has always been one of the strongest players. Ray is consistently one die roll away from the plaque. Ray mused, "I may take up 'Princess Ryan's Star Marines'. The competition is VITP is so

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fierce that there just aren't any easy games."

Dave Targonski claimed seventh. A past champion, and legend in his time. Slowly giving way to pressure from the ranks.

Andy Gardner finished eighth. Never heard of him before! He certainly changed that!

Dan Henry barely hung on for ninth. Dan was the champion in '95. He has also taken his share of the winnings at a number of Chicago tournaments.

John Sharp rounds out this year's top ten. AS with Mike Ussery, John has provided years of faithful service as an assistant GM, and consistently places in the top ten.

WAR AND PEACE (GM: Bryan Jackson)

Twelve "Generals" played in the first round of a Swiss-elim tourney, where the five turn 1805 scenario was featured. There were two French victories and four Allied wins. The French obtained their victories in the last or second to last turn, indicating a hard fought campaign, while the Allied victories were of a more decisive nature, three of the four matches were resigned in turn three.

Round two started with ten players participating in the ten turn 1806/07 scenario. There were four French victories ending by turn seven, and one Allied victory that went the distance. The Russian reinforcements were not able to arrive soon enough and in enough force to stop the French juggernaut.

The last round of the Swiss portion of the tourney was excluded due to a drop in the number players, so a tie-breaker match of the eight turn 1809 scenario was played to determine the last spot for the single-elim semi-final. The Austrians launched the attack against the French forces in Bavaria, Italy, and Warsaw but was beaten at Munich and Dresden, thereby sealing his fate at having to fight the French without the Prussians. Through months of hard campaigning the French advanced on Vienna, fought off a counterattack in June, and finally forced the Austrians to

surrender to a numerically superior army in July.

The final match for the championship was the 1813 scenario where Chris Roginsky, commanding the Allied armies, played against previous champion Rob Beyma. The French jumped out on the offensive and put a hurtin' on the Allied army. However Napoleon, in an effort to reap as many rewards as possible, was found to be undermanned at Dresden. General Blucher, seeing an opportunity, successfully forced marched his way to the city and attacked the Emperor at 2-1 (-2), essentially a 1-1 attack. He rolled well, I mean fought bravely, and after three rounds of battle came out with a decisive victory. The French, sensing the imminent declaration of war from the Austrians, decided that this campaign was not his and choose to retire to the isle of Elba (slightly earlier than he expected), giving Chris his first W&P trophy.

WAR AT SEA (GM: Bruce Monnin)

1997 is an odd numbered year, which was good news for Tim Hitchings. The perennial contender for the War At Sea title had finished 2nd in 1991, in the top 4 in 1993 and second in 1995. During the even numbered years (1992, 1994 & 1996) he did not reach the final four. So when the preliminary rounds were complete, it came as no surprise to find Tim to be the only player in the 33 player field with an undefeated 5-0 record. However, two more challenges awaited as no player had yet to go undefeated in the preliminaries and emerge as the Avaloncon champion.

In the first semifinal match, Tim played the Allied side and used his Barents on 1 opening where he pulls the Ark Royal from the Barents Sea force to bolster the North Sea. His opponent, Scott Sirianna, challenged the North Atlantic and grabbed the early advantage when his 3 U-boats disabled two British battleships and damaged the third to take a 3 POC lead and oil 4 German ships behind the Allied blockade. The Axis took the South Atlantic on turn 3 to increase their lead to 6 POC, but failure to defeat the Allies in the North Atlantic on turn 3 and Allied convoys running the gauntlet to Russia on turns 4 and 5 led

to a 1 POC Allied lead. The Allies then won battles over the Axis in the South Atlantic on turns 6, 7 & 8 to hold on for a hard fought 2 POC win.

The other semifinal match saw Patrick Richardson also use a Barents on 1 opening with the Allies. The Axis took the North Atlantic with just one lost ship, but submitted to the blockade after failing his first oiling attempt. The Allies received a break by sinking 2 Italian cruisers with his LBA. The Allies won a small battle in the South Atlantic on turn 2 and a large battle in the North Sea on turn 3 to keep the Axis lead to 3 POC. Allied convoys reached Russia on turns 4 & 7 to provide a 3 POC Allied lead, and several Axis gambles on turn 8 failed to provide the Allies with the final victory margin of 7 POC.

The finals could be described as the Glacier vs the Volcano. Tim Hitchings is a veteran player who is also very calculating and deliberate. His play in the finals was even more cautious and deliberate than normal. Patrick Richardson is a fast and daring player who began the game playing even faster than normal. The contrast in styles made for an interesting psychological battle during the game.

Patrick gave up 1 POC to play the Allies and again tried a Barents on 1 opening. Tim sent 10 Axis ships to the South Atlantic, won the battle and oiled 3 ships. The Axis won in the South Atlantic again on turn two to build up a 5 POC lead while losing just 1 Italian cruiser. Turn 3 saw 4 Axis ships retreat to Italy while the U-boats broke control of the North Sea to set up turn 4. On turn 4, both the LBA and a U-boat missed the convoy, while the Allies defeated the Germans in the North Sea to lower the Axis lead to 1 POC and apparently swing the momentum of the game.

Turn 5 turned out to be the decisive turn of the game. Two German ships, 3 Italian cruisers and 6 U-boats won control of the South Atlantic over an Allied force of 4 battleships, 1 cruiser and 1 carrier. Meanwhile, the Axis LBA disabled a convoy in the Barents Sea and the Axis regained a 4 POC lead. Turn 6 was similar as the Axis won another battle in the South Atlantic to stretch the lead to 7 POC and force Patrick to concede.

Avaloncon 1997 (Cont.)

A few interesting statistics emerged from the tournament. 50% of the games were played with no POC handicap, while 25% of the games were played with a handicap given to the Axis player and the other 25% were played with a handicap given to the Allied player. The Axis side won slightly more games, winning 52% of the time. The Allies won the other 48% of the games, with no games ending in a draw.

The four semifinalists seemed to prefer the Allied side, playing it in 62% of their games. However, they did better playing the Axis side, winning 80% of the time as the Axis as opposed to winning 75% of the time as the Allies.

One last sidenote. The three former champions participating this year finished with a combined 5-9 record (including a 1-4 mark by GM Bruce Monnin). It seems that a new breed is emerging in War At Sea, and the resulting competition is better than ever.

WE THE PEOPLE (GM: Jim Falling)

Forty entrants participated in this year's double elimination tournament, playing a total of 72 games. Thomas Drueding, the 1996 Hannibal: Rome vs. Carthage champion, prevailed over GM Jim Falling in the final round played late Sunday afternoon. The other top players were Brian Mountford, Peter Fecurka, Marvin Birnbaum, Chris Rice, Mike Lochtefeld and Nicholas Anner. Brian Mountford made an impressive Avaloncon debut by taking third place with a 5-1-1 record in his first ever tournament.

47% of the games resulted in an American win. 37% were British wins while 15% of games played were drawn. Fourteen of the British wins were caused by the capture of George Washington, although most of these occurred during the first round. Gerald Lientz was the sole British player to achieve an American automatic victory by removing all British combat units from the original thirteen colonies during a 1776 campaign. Of the games not resulting in an automatic victory, the majority ended by War Ends cards before 1781. Only one game lasted until 1783. The average bid of PCs given to the British player in order to

play the American side was 2.8, increasing as the contest progressed to the later rounds.

The final game between Tom Drueding (British) and Jim Falling (American) appeared to be in Jim's favor until the final 1782 turn. The turn began with Canada being American held, the British holding two colonies (Delaware and Georgia), and two colonies being contested (New Jersey and Connecticut). After the American fourth card play of a War Ends card, Tom began his masterful game end play. First, the Admiral Rodney card removed two of the Americans' 1 ops cards, leaving only another War Ends card to counter the Brit's final three cards. Next, Tom played a Tory Rangers card to remove the American PC in New Haven, Connecticut. Then, he followed up with a 1 ops card to sway New Jersey to the Crown's side. Finally, General Johnny Burgoyne moved on a 2 ops card from Georgia to Abington, VA, isolating the American PCs in North and South Carolina. The British colony count reached the required six at the end of the turn.

Contestants responded favorably to the double elimination tourney format. The next year's scoring will count draws as losses to both sides in order to decrease the number of rounds to be played.

SUNDAY WORSHIP SERVICE

"The singing was awful!"

There are more than a dozen places in the Bible that include the phrase "Make a joyful noise unto the Lord!" There is no place that says you must be in tune. Out of tune and off key, 30 of us made joyful noises to The Lord. We did our best to honor Him with what limited abilities we have.

Rev. Keith Hunsinger presented a devotional titled "Casting Lots - God's Gamble At The Cross." Randy Schilb played piano. John Poniske ushered. Glenn Petroski offered opening comments, and efforts of continuity.

Included in our prayers were thanks to Don Greenwood and Avalon Hill. They have given us Avaloncon as well as the place and opportunity to gather in worship of our God and Creator during this over-busy weekend.

Bill Scott summed it all up, "The singing was awful! But it was the highlight of my weekend!"

In spite of the singing, we will do it again anyway. Same time, same place, next year! Join us in the Maryland Room, right behind the piano.



28 Page Issue

I wish to apologize for this issue only being 28 pages long. I could have stretched it to 32 pages, but that would have used all of my available material and I would have had to really scraped for enough filler to cover the last page or two. So instead, I have shortened this issue a little in hopes of getting back to 32 pages next issue.

You will notice that there is no long series replay this issue. I am working on one for the next issue, but the game is still young enough that I can not guarantee a good, close game as of yet. Anyone out there wish to give a series replay a try?

Let this serve as another reminder that I can always use more material. The BOARDGAMER depends on the help of its subscribers. This is a cooperative effort. So, break out those word processors and have at it!!!

AHIKS

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.

AHIKS is an organization in transition. It is still the best way to find reliable opponents for Play-By-Mail. However, it also is becoming an increasingly better way to find quality, reliable opponents for Play-By-Email.

For more information on AHIKS, contact the BOARDGAMER. Or, contact the AHIKS PBEM Coordinator, Hank Burkhalter at the following email address:

ROLL_TIDE@mindspring.com

ASL AREA News - The Electronic Edition

July 1997 (With Avaloncon Notes)

by Russ Gifford

Surprise! Seems like only yesterday when I wrote this column -- and you are right! I was a bit later on June's column than I wanted (all right, stop smirking out there!) so I made the push to hit this one right on the target. As such, the numbers will look a little off, since there is only 20 days since the last posting.

WEB PAGE USAGE

Hmm... In the last month, the ASL-AREA web page has logged close to a thousand hits! What's that about!?

CHITS AND BITS

New Electronic Chits BIG success!

The new electronic form and auto-responder for ASL-AREA chits received quite a workout since I installed it! Over 100 chits have come through it since last month's launch, and there have been no problems. Actually, it's saved me some work, since people now answer all the questions on the form, and I can stop guessing when I process the chits!

The form features an automatic response, too, and includes a copy of what you sent me. Two players actually checked the confirmation letter and found they'd filed their games incorrectly, so the "double check" feature has certainly proved it's value!

(Use the link on the contents page to get to the E-chit form!)

Many of you have also received a quick turn around on the AREA chit you filed this past week, with you and your opponent's the new rating included. Thus far, the plan is working!

Gee -- something going right? I don't know about this!

I have processed over 80 chits involving 112 different players in 20 days since the last update.

TOURNAMENTS

Since it has only been three weeks since the last update, there are no FTF tournaments to report, though I still have not

added the results of the English tourney to the on-line listing. Kent Smoak in LA says they have a tourney to send, and they were wondering about the proper format. So I expect these will be included in the next update. Also, I expect the chits from Summer Wars any time now.

I have also heard I may get the chits from the most recent big tourney in France, complete with games by the Tielman brothers.

Looking ahead, of course, Avaloncon is just around the corner -- so there will be plenty of chits to process in August!

On the PBEM side, the first round of the AOL club tourney seems to be on the march, with chits reported by "Bigbadbob" O'Connor. Warren Smith overcame Brad Luellen in SP5, and Phil Pomerantz took out his opponent Jeffery Harris.

NEW MEMBERS

Our data base continues to grow, and the new web form for membership has certainly made my life much easier! Where I normally had to send at least two letters for each application, the new form makes certain we get all the info the first time. What a relief!

In the last 20 days, we have added ten new ACTIVE members to the list, and over 20 new names to the data base. (Remember, I only add active players -- people who file a game result -- to the player ratings sheet. If you simply say you want to be an AREA member, I place your name in the data base, but not the online listing. ASL AREA is about playing, not about membership!

A.S.L. A.R.E.A. Top 25 Listings

Again, because of the 20 day update, there was little action in the top 25. Hugh Harvey posted a FTF loss this week, dropping him from 9th place, while Patrik Manlig re-activated his rating with a posted win this week.

In the most active players chart, Mike "I've got an hour if you've got a board"

Ziementz of Chicago continues to pursue Phil Pomerantz for the "most games" title. Mike's games this month moved him past me to second place. Can Phil hold on? Stay tuned!

TOURNEY SCHEDULES

With the heart of the tourney season approaching, there's lots of AREA action ahead. Starting in less than a month with Avaloncon, action moves to the Wild West Fest, then LA, Sioux City, and Winnipeg, followed by Oktoberfest! Want to have proof of your AREA rating before the tourney season? If you haven't received an AREA card from me, and your name is on the online rating chart, it likely means I don't have your current address. Send me a Self Addressed Stamped Envelope, and I'll send your card to you. This new card has your name and AREA number, and your rating as of June. (I'll include your current rating as of the time I get your envelope!)

AREA RATINGS

Advanced Squad Leader

August 1997 Many Active Players

1. Michael McGrath	2269	MR-7
2. Steven Pleva	2249	KPK7
3. Bob Bendis	2116	IO-7
4. Thomas Morin	2096	IL-7
5. Jeff Coyle	2082	LRJ7
6. Perry Cocke	2053	LO-7
7. Jim McLeod	2053	IN-7
8. Yves Tielemans	2033	DH-7
9. James Cmelak	2008	JK-7
10. James Crawley	1984	FF-7
11. Brian Youse	1978	OOE7
12. Bret Hildebran	1966	JP-7
13. Phillip Petry	1962	RM-7
14. Chad Cummins	1962	HK-7
15. Pete Mudge	1960	CE-7
16. Douglas Creutz	1949	FJB7
17. Bruce Rinehart	1942	LK-7
18. J.R. Tracy	1940	KRB7
19. Russell Bunten	1939	FH-7
20. Ed Zeman	1939	FG-7
21. Patrik Manlig	1935	CFB7
22. Scott Drane	1931	OUK7
23. Cloyde Angell	1924	HL-7
24. Rodney Kinney	1918	CG-7
25. Danny Stanhagen	1915	GK-7

ASL AREA News (Cont.)

Lots of action in the Top 25, with numerous previous Top 25ers coming off "inactive" status — Cocke, Youse, Petry and Tielmans to name a few. Of course, some of the players found the new kids didn't want to give up their slot - and actually moved up the list! Jeff Coyle, Bret Hildebran, Tom Morin and James Cmelak all parlayed good tourney results in to top 10 exposure. Coyle, Hildebran, Morin and Cocke were the "final 4" at Avaloncon while Cmelak beat all comers (sometimes TWICE!) to take the Gen Con ASL tourney, helping Rich Summers OFF the list in the process!

The Big news is at the top, of course: Notice all of the top 3 have LOST points lately! The question was would McGrath's two (yes TWO!) losses cost him the top spot on the list? Almost! But Bendis, previously second, lost to McGrath in the last round. Pleva's efforts at WWF came close, but in the end, McGrath holds on to number one yet again!!

AVALONCON RESULTS

The Top Finishers:

7-0

1. Jeff Coyle

6-1

2. Bret Hildebran

3. Rich Summers

4. Tom Morin

5-2

5. Mike McGrath

6. Randy Knight

7. David Kutcha

8. Paul Ginnard

9. Chad Cummins

10. Guy Falsetti

11. Eric Givler

12. Perry Cocke

13. Seth Semenza

14. J.R. Tracy

4-3

15. Steven Flicker

16. Brian Youse

17. Bob Bendis

18. Chuck Goetz

19. Randy Yeates

20. Scott Cochran

21. Carl Nogueira

22. Tom McCorry
23. Daniel Plachta
24. Leland Tankersley
25. Chuck Hammond
26. Michael Daniel
27. Mike Puccio
28. Robert Feinstein
29. Alan Saltzman
30. Ross Sutton
31. Dave Ginnard
32. Will Fleming
33. Paul Kaster
34. Andrew Robin
35. Scott Romanowski
36. John Stadick
37. Peter Schulmeyer

Team Championship:

1st - Team Ohio (15 wins)

Bret Hildebran

Dave Ginnard

Paul Ginnard

2nd - Iowa City Sitting Dewks (13 wins)

Guy Falsetti

Randy Yeates

Scott Cochran



A.R.E.A. Defined or What A.R.E.A. Means To Me

by Bob Hamel

What is AREA (Avalon-Reliability-Experience-Ability)? When Glenn Petroski, AREA Administrator asked me to write an article explaining what the new AREA was I thought the answer was obvious. Why write an article on a topic known to all? Later that week, my family was playing the game Enemy In Sight (Avalon Hill) and I suggested we AREA rate the game. "What is AREA rated?", my wife asked. I started to stammer out an explanation of how it was a system of rating games, and then realized I needed to re-think Did I even know what AREA was, or a better question is, how can I define this entity to another person in a simple and concise manner? So, I will try, in this article, to do just that.

AREA as a rating system

First and foremost, AREA is a system that helps to set levels of gamer's competence on each individual game played. This rating system starts a player at an entry level number (1500) and increases or decreases based on games played and submitted. This last

word is key. Just like the state lottery that uses the phrase, "you can't win if you don't play"; in AREA, "you can't be rated if you don't submit". Every game chit submitted is grouped by game type. There are no generic or general ratings. Each AREA rating is based on wins or losses of a specific game. As you win, (or lose), your rating is recalculated to reflect your new standing or rating in that specific game.

"So what?", you say. When a tournament is held, the gamemaster, without the use of AREA might pair a veteran player with a player just learning the game. In a single elimination tournament, the game could be over before the new player knew what was happening.

AREA can change all that. With AREA ratings, the gamemaster can more evenly match players of similar ratings together for the first tournament pairing. Another possible use would be to utilize a handicap type system when pairing two opponents that are not equally rated. All this is possible because of the

AREA rating system. Now, of course if a new (but very good) player is not AREA rated, there could be an unequal pairing of opponents. The gamemaster would first match all rated players and then match any un-rated players. This matching would be random and possibly unequal but here is where I put in my plug to all gamemasters.... Rate Your Games.... Eventually, if all tournament games are rated, consistently, these rating will begin to include large numbers of our hobby members. Obviously, no rating system will include everyone, and with new members joining our hobby, and old members learning and playing new games, the pool is growing daily. The more we all co-operate and rate our tournaments, (and FTF, PBM, or PBEM games among ourselves), the more inclusive and thus the more accurate AREA ratings will become. Send in those chits! Every tournament score that is submitted will only make your parring job easier the next tournament. It cannot get any simpler than that. (At Avaloncon '97, Glenn gave each

A.R.E.A. Defined (Cont.)

gamemaster a list so the winners and losers could be recorded. Even with this minimal paperwork, he only anticipated getting a third of the scores back.)

AREA as a player resource

Did you every wonder who is playing your favorite game in your area? (no pun intended) AREA can help you find opponents. As a side effect of rating specific games, the AREA system lends it self to matching players of similar interests. Since you are AREA rated for each specific game, lists could be produced to indicate who plays games in your postal zip code. The list could be tailored to either a general listing of AREA rated players of any kind (for help in gaming club formation), or a listing of a specific game. Once again, the more information within the system there is, the broader the base of information there will be available to other players. Thus, AREA, and it's potential as a resource, is only as good as the ability to include as many people as possible. Every game score that is submitted will only make the system stronger; allowing a greater pool of players to know about each other. Just think, there might be an opponent on the next block looking for an opponent just like you.

AREA as game resource

Have you ever had a game question, a rule clarification, or other similar situation, and you do not know whom to ask or write to for help. AREA can be used as a resource or reference. With lists of G.M.'s and high ranked players of various specific games, members of our hobby could easily be connected to other members who could help with questions, or clarifications when needed. This is not meant to take the place of game publisher's question forums but as an additional resource. Putting you in touch with current champions or leading authorities of a specific game may just help you answer a question that has, up until now, prevented you from enjoying a game you have been playing.

AREA as arbitrator

Although we don't like to admit it, there are inconsiderate or dishonest people in our hobby. The majority of us are not like this, but AREA does recognize that these people do exist. AREA is not a police force. All disputes and

disagreements should be handled by the G.M. of your tournament or game ladder. If a G.M. notifies the AREA Administrator of proven wrongdoing or gross unsportsmanlike conduct, that person will be dropped from additional game ratings and will be indicated to GM's on any listing of like games in the future. This may help to weed out any person who would seek to harm this hobby by creating a bad reputation.

AREA is a system that we all benefit from the more we all utilize it. The growth potential is great. As more games and people are rated, the greater the pool of opponent information and matching potential the system can administer. Each of you has the ability to help expand and define our hobby. AREA is a system that can help mold our hobby and at the same create an aura of legitimacy. I hope I have been able to answer the question, "What is AREA today?"; as for the future and this system's potential you and I can only make it better. Like the Chess

ratings that allow each playing member to know other member's standings, AREA has that potential. Help support the hobby and help your self at the same time.

For any additional information, contact:

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BOARDGAMER Back Issues

Each back issue is available at a cost of \$3.50 apiece. If ordering in quantities greater than one, the extra issues are \$3.00 each.

Preview Issue - Circus Maximus (V), Candidate (S), War At Sea (R, S), 1830 (V), Up Front (R), AREA News & Ratings (N)

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

Volume 1, Issue 2 - Avaloncon 1995 (N), History Of The World (SR), Panzerblitz/Leader (Sc, V), 1776 (Sc), AREA News & Ratings (N)

Volume 1, Issue 3 - Battle Of The Bulge '91 (S), Auction (S), War At Sea (S), Victory In The Pacific (N), Machiavelli (S), Starship Troopers (N), Fortress Europa (SR), AREA News & Ratings (N)

Volume 1, Issue 4 - Fortress Europa (SR), PBEM (N), Panzerblitz (N), Attack Sub (S), Avaloncon 1996 (R & N), AREA News & Ratings (N)

Volume 2, Issue 1 - Air Baron (SR), 1776 (V), Circus Maximus (S), TV Wars (S), History of the World (N & S), Gettysburg '88 (S), Avaloncon 1996 (N), AREA News & Ratings (N)

Volume 2, Issue 2 - 1776 (S), Candidate (V), History of the World (V), War At Sea (SR), AREA News & Ratings (N)

Volume 2, Issue 3 - War At Sea (SR), Ceasar Alesia (S), Victory In The Pacific (N), AREA News & Ratings (N)

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

The Masters Of Pro Golf

Four Legends At Augusta National

by Bruce Monnin

After watching Tiger Woods destroy the field at the 1997 Masters tournament, it was only natural to wonder how Tiger would compare with some of the legends of golf in their prime, such as Gene Sarazen, Ben Hogan, Arnold Palmer and Jack Nicklaus. A little further thought made me wonder what kind of score this dream foursome could put up if they were playing in a scramble. So out came the Pro Golf game to give it a try.

HOLE # 1 TEA OLIVE
PAR 4 400 YARDS

The drive at the first is dramatic in that you have just made the walk from the clubhouse, under the huge magnolia tree, through the crowd of spectators and "into the stadium" of golf's great coliseum. It has happened exactly this way for 60 years.

A fairly straightforward result here as all four golfers parred the hole. Hogan had the most difficult time of it, having to get up and down from the sand.

HOLE # 2 PINK DOGWOOD
PAR 5 555 YARDS

In 1996 this downhill par-5 played the easiest of all averaging 4.58 strokes. A long drive here will leave the player with a downhill lie often necessitating a lay up shot for a difficult pitch. From this point in 1966, Jack Nicklaus' second shot hit the flagstick. Generally, however, most players will play for a short pitch or bunker shot and hope to be in range for a single putt.

In this round, Nicklaus scored a birdie by laying up with his second shot and then pitching into one putt range. Palmer hit his second shot from the trees to within 11 feet of the pin and two putted for his birdie. Sarazen and Hogan both dubbed short pitch shots, with Sarazen one putting for par and Hogan two putting for the bogey.

HOLE # 3 FLOWERING PEACH
PAR 4 360 YARDS

Bunkers guard the left of the fairway and a ball too far right may be blocked by a stand of tall pines. Ken Venturi holds

the low scoring record here. In 1960 he scored 3-3-3-3.

Palmer and Hogan both scored birdies here by holing 20+ foot putts. Nicklaus scores par and Sarazen muffs another short pitch leading to a bogey.

HOLE # 4 CRAB APPLE
PAR 3 205 YARDS

The first of Augusta's four par-3's, the 4th plays dead into a western wind. This is a large, contoured green and a shot played to the outer edges often results in a bogie. With the hole cut at the front, the bunkers not only come into play but can require an extremely delicate recovery.

Hogan and Sarazen both score birdies here, with Sarazen chipping in. Palmer scored a par, but Nicklaus missed the green on his tee shot and two putted for bogey.

HOLE # 5 MAGNOLIA
PAR 4 435 YARDS

Often referred to as one of Augusta's forgotten holes, it is not easily forgotten by competitors. The 5th played second most difficult in the 1994 Masters. One year Sam Snead two putted here from 55 feet which was only made extraordinary by the fact that his second putt was holed from 65 feet.

And the hole will not be forgotten by this foursome either. Palmer and Hogan managed to 2 putt for par from over 30 feet, but Nicklaus and Sarazen both missed the green on their second shots and two putted for bogeys.

HOLE # 6 JUNIPER
PAR 3 180 YARDS

One of the great views at Augusta is from the tee of the 6th which looks down to its large, undulating green but also takes in the 16th (to the right) with its shimmering lake and the 7th tee. In 1967, Gay Brewer scored 2-2-2-3.

Palmer, Sarazen and Hogan all scored pars, with Palmer scrambling with a chip and a put for his 3. Nicklaus provided the highlight of the round, however, by

knocking his middle iron straight into the cup for a hole-in-1.

HOLE # 7 PAMPAS
PAR 4 365 YARDS

The drive must be precisely left at a point from which a solid short iron can be struck for the uphill second. The backspin imparted by such a shot is essential for stopping the ball on the shallow green. An inaccurate second shot brings the multitude of bunkers into play. Missing the green long makes for an excruciating downhill chip.

The putting proved difficult as all the players two putted, Nicklaus and Sarazen from 7 feet, Hogan from 10 feet and Palmer from 12 feet. Hogan's two putt led to a bogey, while the others scored pars.

HOLE # 8 YELLOW JASMINE
PAR 5 535 YARDS

The second easiest hole during the 1996 event, the 8th is an uphill par three which, with a properly aligned tee shot, can be reached with two shots by most players in the field. Large mounds guard the green to the left and coupled with its depth can make long putts, pitches or chips an exacting science here.

Palmer hit a fairway trap, but scrambled for par. Hogan managed to two putt from 42 feet for his par, while Nicklaus and Sarazen one putted for birdies.

HOLE # 9 CAROLINA CHERRY
PAR 4 435 YARDS

Originally designed to be the 18th, it was decided to flip the nines in order to avoid the last fairway shot being played from a downhill lie to an uphill green. The only amateur to nearly win The Masters, Billy Joe Patton, has the record at his hole for having played it in four 3's.

Our golfers were not so fortunate. Palmer drove into the trees, but was the only players to reach the green in regulations. While Palmer two putted from 52 feet and Sarazen one putted for pars, Nicklaus two putted from 3 feet and Hogan two putted from 9 feet to each score bogeys.

The Masters Of Pro Golf (Cont.)

The front nine ends with Palmer at -2, Nicklaus at -1, Sarazen at even par and Hogan trailing at +1. Of course, the back nine is where Tiger made hay in 1997. Let's see if our legends can do the same.

HOLE # 10 CAMELLIA
PAR 4 485 YARDS

The Masters begins on Sunday on the back nine - a cliché with global stature. A draw is necessary from the tee in order to catch the long downslope and shorten the second shot by nearly two clubs.

Sarazen scored a birdie here, placing a long iron within 4 feet of the pin. Nicklaus two putted from 52 feet for his par, but Palmer and Hogan both missed the green with their second shots and two putted for bogeys.

HOLE # 11 WHITE DOGWOOD
PAR 4 455 YARDS

Here begins Amen Corner, so named by America's most renowned golf writer, Herbert Warren Wind. At the 11th Trent Jones fashioned the first water hazard on the course. Because of its proclivity for danger, the 11th always figures strategically in playoffs: '79-Zoeller beat Watson here; '87-Mize chipped in to beat Norman; '89-Faldo holed a lengthy putt to beat Hoch; '90-Floyd hit his approach in the water to lose to Faldo.

A fairly calm hole for our legends, who all scored par. Only Sarazen had to scramble to chip and one putt for his par.

HOLE # 12 GOLDEN BELL
PAR 3 155 YARDS

Probably the most dramatic par-3 in the world, at the 12th miraculous events often take place. For a great shot, the landing area on the green is only a ten-foot circle. Too long and the ball runs to the rear bunkers. Too short a tee shot and the ball runs down the back into Rae's Creek. Curtis Strange made a hole in one here in 1988 and then threw his ball into the creek leaving museum curators ill for months.

Nicklaus and Sarazen scored birdies here, while Palmer and Hogan stayed out of trouble and carded pars.

HOLE # 13 AZALEA
PAR 5 465 YARDS

Following the 12th it seems redundant to say, but this is once again one of the most famous holes in golf. With Rae's Creek guarding the front of the green, the hole position becomes deliriously dangerous when it is to the front. In 1988, Curtis Strange lost The Masters here by unsuccessfully attempting to play from the creek.

Nicklaus started out with a short drive which caused him to layup in front of Rae's Creek. Nicklaus' short game then failed him and he scored a bogey. The other three all cleared the creek on their second shots, with Palmer and Sarazen scoring birdies and Hogan sinking a 15 foot putt for eagle.

HOLE # 14 CHINESE FIR
PAR 4 405 YARDS

The most under-rated of all the closing holes, the 14th cost Ken Venturi three Masters titles. While Nick Price holds the 18-hole scoring record of 63 [1986], he also holds the high scoring record at the 14th with an 8 in 1993.

Nicklaus placed his drive on the fairway, but missed the green with his second shot. He then proceeded to chip in for his birdie. The other three players all drove into the trees, with Palmer saving par but Sarazen and Hogan each giving a stroke back to par with a pair of bogeys.

HOLE # 15 FIRETHORN
PAR 5 500 YARDS

If the outcome of the tournament hasn't taken place yet it well may at the 15th. At the crest of the hill, the player is presented with a decision "to go" or "not to go" for the green in two. Chip Beck decided not to go in 1993 and has suffered much criticism ever since. Gene Sarazen decided to go in 1935 and struck "the shot heard 'round the world". A fairway wood that found its way to the hole for a double eagle and a share of the lead.

Palmer and Sarazen hit short drives, causing them to layup, then chip and two putt for pars. Nicklaus and Hogan hit longer drives, allowing Nicklaus put place a fairway wood on the green and

Hogan to hit a sand trap near the green. Both then got down in two for birdies.

HOLE # 16 REDBUD
PAR 3 170 YARDS

The water here is not the only real hazard. More pertinent to scoring is the right side bunker and the green contours. An improperly placed tee shot makes par extremely rare because of the difficulty in getting the ball close to the hole.

Sarazen hit his tee shot within 5 feet of the pin to score a birdie, while Nicklaus and Palmer two putted for pars. Hogan was less fortunate, putting his tee shot into the water and scoring a double bogey.

HOLE # 17 NANDINA
PAR 4 400 YARDS

Extraordinary length has a huge advantage here. With no rough to worry about, a long hitter can play over the trees that are in play about 200 yards off the tee leaving him a wedge to the green.

A fairly uneventful hole, with all four golfers scoring par. Palmer and Sarazen both missed the green with their second shots, but then chipped within 4 foot of the hole and one putted.

HOLE # 18 HOLLY
PAR 4 405 YARDS

A drive to the right can find the trees thus making a reasonable approach to the green difficult. The left side of the fairway is guarded by a large bunker. In his 1991 victory, Ian Woosnam simply used his driver to blow it over the bunker and down onto the old Augusta practice area from there he played a short iron to the green.

All four golfers drove straight down the middle. Sarazen and Hogan placed their second shots on the green and two putted for pars. Palmer and Nicklaus both landed their second shot in the rough. Nicklaus chipped and two putted for bogey, while Palmer chipped and three putted (the only three putt of the round) for a nasty double-bogey.

So, during this round, these golfers posted the following 18 hole scores:

The Masters Of Pro Golf (Cont.)

Gene Sarazen	69
Jack Nicklaus	70
Arnold Palmer	71
Ben Hogan	74

Not bad scores. These four rounds total 284, 14 strokes off the pace of the record four round total of 270 which Tiger shot in 1997. This kind of puts in perspective how incredible Tiger's tournament was.

Legend's Scramble

Now for the scramble. A scramble is an event where all four golfers hit a shot, then they keep the best shot and all four golfers go to that spot to hit their second shot, etc.

One great advantage to a scramble is the putting. It is rare indeed that all four players will miss a short putt. Indeed, there was only one two putt during this scramble, and it was from 42 feet.

When I play in a local scramble, my team generally does a little better than par, while the winning team often ends up around 12 under par. Let's see how the legends do.

HOLE 1

Nicklaus hits a great long drive down the center of the of the fairway. Sarazen hits the best iron shot, to within 7 feet of the pin. Palmer and Hogan both sink the putt for a birdie.

HOLE 2

Nicklaus and Palmer both hit a medium drive down the center of the fairway. Nicklaus hits the best second shot near the green, then Palmer chips to within 6 feet of the pin and the putt is made for another birdie.

HOLE 3

Nicklaus again has the longest, straightest drive. Hogan then pitches to within 5 feet of the hole leading to another easy birdie.

HOLE 4

Hogan and Nicklaus get their tee shots on the green, with Nicklaus closest to the pin (5 feet). Nicklaus and Palmer both make the short putt for birdie.

HOLE 5

For the 5th hole in a row, Nicklaus has the longest drive, but into the trees on the left. Nicklaus then places his iron

shot 15 feet from the pin, and Palmer rolls in the putt for another birdie.

HOLE 6

Palmer hits the best tee shot on this par three, landing his tee shot 1 foot closer to the pin than Nicklaus. Sarazen and Hogan both roll in the 14 foot putt for the birdie.

HOLE 7

Nicklaus, Palmer and Hogan all hit their drives within short iron range. Nicklaus then sticks his second shot within 3 feet from the pin, leading to yet another birdie.

HOLE 8

No long drives this hole, but Nicklaus, Sarazen and Hogan all drive it straight for average distance. Sarazen hits the best second shot, which lands near the green. Palmer then pitches to 8 feet from the pin and also holes the putt for one of the toughest birdies so far.

HOLE 9

Again, no long drives. Nicklaus, Palmer and Hogan all drive it into the center of the fairway. Hogan is the only player to hit the green on the second shot, 42 feet from the pin. No one can sink the long putt, and the foursome scores its first par.

FRONT 9 - 28 (8 under par)

HOLE 10

Sarazen and Hogan hit the straight drives this time. Palmer hits his long iron within 9 feet of the pin, where Nicklaus and Palmer sink the birdie putt.

HOLE 11

Nicklaus, Palmer and Sarazen all hit normal length drives in the center of the fairway. Hogan then hits his long iron 19 feet from the pin. Nicklaus rolls in the putt for another tough birdie.

HOLE 12

Hogan puts his tee shot within 4 feet of the pin. Amazingly, Nicklaus is the only one of the four to make the short birdie putt.

HOLE 13

Nicklaus and Hogan manage to drive just far enough to allow the foursome to go for the green of this par five. Palmer then sticks his fairway wood 4 feet from the pin, where Nicklaus, Palmer and Hogan convert the eagle putt.

HOLE 14

Palmer hits a superlative drive down the middle. Sarazen places his middle iron 29 feet from the flag, and Palmer rolls in the long putt for the birdie.

HOLE 15

Nicklaus and Hogan hit the superlative drives on this par five. Sarazen hits his fairway wood within 22 feet from the pin, and then sinks the long eagle putt.

HOLE 16

All four players hit the green on this par three, with Nicklaus' closest (13 feet from the hole). Nicklaus and Sarazen both hole the birdie putt.

HOLE 17

Nicklaus hits a long superlative drive. Palmer hits the second shot 15 feet from the pin and Hogan rolls in the birdie putt.

HOLE 18

Palmer crushes a long superlative drive. All four short iron shots find the green, with Hogan closest at 14 feet. Nicklaus is the only one to drain the birdie putt.

BACK 9 - 25 (11 under par)

TOTAL - 53 (19 under par)

A fair score, 10 strokes below the course record. Just one par stains the score card, with eagles on both the par five's of the back nine.

A quick statistical analysis shows a few interesting facts. Nicklaus' shots were used 32.9% of the time, Palmer's 30.0%, Hogan's 20.6% and Sarazen's only 16.5% of the time.

Nicklaus' woods were used 40% of the time and his irons 43% of the time. Palmer won out in the putting department, with his putts being used 33% of the time.

So, what does any of this prove. Nothing, of course. It just shows how a sports game can be used to perform "what ifs" of history just like a historical wargame.

Also, I think there is a potential for sales here. Imagine if Pro Golf was reissued with just cards for a dozen of the legends of the game and with a Tiger Woods card. If it could be done without Tiger's agents claiming half the profit, there could be sales awaiting.



Current Specific Game AREA Ratings

Up Front

117 Active Players August 26, 1997

1. William Edwards III	1930	HKFB7
2. Jeff Paull	1853	HLEB6
3. Donald Hawthorne	1811	GJ-I6
4. Ray Stakenas Sr.	1799	GHBD7
5. John Emery	1799	DE-B6
6. Larry Davidson	1777	EF-H5
7. James Murphy	1748	JK-I6
8. Stephen Buchholz	1748	CDD-6
9. Will Miner	1721	CF-A6
10. William Anspach	1718	CE-B7
11. James Doughan	1705	DE-A7
12. Andrew Maly	1694	EHBC7
13. Paul Lebowitz	1680	BE-G5
14. Bruce Young	1672	CEAB6
15. James Matt	1662	EEFA7
16. Mark Dumas	1656	BE-A6
17. Craig Tenhoff	1649	KK-I5
18. Michael Rodgers	1643	ABA-6
19. Richard Worden	1639	BC-B7
20. Bob Hranek	1621	BE-A7
21. David Blizzard	1604	ABC-7
22. Robert Mull	1570	BD-A6
23. Marc Guenette	1570	BCE-7
24. Blair Bellamy	1570	AC-A6
25. Pat Mills	1569	ABB-7
26. John Gibbins	1568	ABB-7
27. David Bozzini	1566	FF-A7
28. Jeff Kimmel	1566	AA-6
29. Bruce Maxwell	1564	BE-A6
30. Gregory Courter	1561	FHGD7
31. Ray Stakenas Jr.	1556	CFAC6
32. Brian Devitt	1556	CE-G5
33. Maria Hawthorne	1552	BE-A6
34. Brian Rood	1547	BD-B7
35. Thomas Drueding	1546	AB-A6
36. Jeff Matthews	1545	AC-D5
37. Thomas Weniger	1545	AAA-7
38. Warren Smith, Jr.	1538	ABB-6
39. Rob Stai	1537	FI-I5
40. Michael Nagel	1533	DG-C7
41. Mark Meck	1533	AAA-7
42. Royston Taylor	1533	AAA-7
43. James Stevens	1531	AC-A6
44. Michael Mahady	1531	AB-A6
45. James Rush	1528	BA-6
46. Robert O'Connor	1519	BDF-7
47. Ken Scheer	1517	BD-A6
48. Scott Pfeiffer	1514	ON-A5
49. Michael Stachowski	1513	EGGB6
50. Kevin Piper	1507	BD-A6
51. Charles Hawkins	1506	AAB-5
52. David Rosner	1505	IJ-I5
53. George Young	1503	ABC-7

Third Reich - 4th Ed.

August 26, 1997 12 Active Players

1. Charlie Corn	2017	DD-6
2. Michael Mitchell	1834	CEAA5
3. Bill Thomson	1600	ABB-6
4. Tony Haney	1561	BB-6
5. Charles Synold	1535	AAA-7
6. Roger Cox	1501	AC-A5

Pre-ASL

(SL, COI, COD, GIAV)

74 Active Players August 11, 1997

1. Eric Stranger	1797	EH-F
2. Kevin Welsh	1781	CD-C
3. Scott Romanowski	1711	BE-B
4. Brian Laskey	1693	BE-B
5. Fred Wexler	1689	ECJA
6. Pete Pollard	1682	DEBE
7. Alan Yngve	1677	BDFA
8. Bill Thomson	1655	MMTD
9. Warren Day	1628	AB—
10. Roger Sneider	1623	AC—
11. Alan Lipka	1617	AA—
12. Jeff Miller	1615	AB-A
13. Ed Fritz	1606	CB—
14. Joel Robinson	1597	AB—
15. Brent Robinson	1594	AB—
16. Tony Faro	1577	ABB-
17. Mark Manitzas	1572	ABCA
18. Richard Prast	1564	AB—
19. Pete Maloney	1559	B—
20. Steve Williams	1546	AB-A
21. David Hooten	1540	AA—
22. Jim Minnow	1539	A—
23. Mark Walker	1537	AA—
24. John Cannady III	1533	AAA-
25. Scott Nedza	1533	AA—
26. Mark Gionet	1532	CA—
27. Patrick Barker	1529	BCEA
28. Chuck Leonard	1521	AC-A
29. Andrew Cowdery	1519	ABDA
30. Steven Regan	1512	AA—
31. Francis Spencer III	1511	AC-A
32. Michael Handiboe	1510	BEAB

Circus Maximus

52 Active Players August 26, 1997

1. Mark Yingling	1556	AH-B6
2. Michael Pantaleano Sr	1536	AG-A5
3. Jonathan Gingerich	1535	AD-7
4. Max Brodbeck	1535	AD-7
5. Brendan Crowe	1535	AE-A6
6. Michael Pantaleano Jr	1532	AD-A5
7. James Hovey	1525	AD-7
8. Tina Snarski	1525	AE-A6
9. Josh Jameson	1523	AD-7
10. Robert Rosenbach	1515	AD-7
11. Gregory Smith	1512	AD-7
12. David Yingling	1507	AH-B6
13. Charles Hickok	1505	AD-7
14. Steven Cameron	1504	AG-A5
15. Doug Lefevre	1500	AG-A5
16. Tim Olson	1500	AD-7
17. Philip Chilcote	1500	AF-B6

D-Day '77

August 26, 1997 8 Active Players

1. Lynn Barlow	2051	KLW-6
2. Joseph Beard III	1644	BBF-5
3. John Ellsworth	1535	AAA-6
4. William Putman	1535	AAA-5
5. Mark Gutfreund	1535	AAA-6

Victory In The Pacific

August 26, 1997 105 Active Players

1. Alan Applebaum	2034	JLAG7
2. Michael Kaye	1933	EE-C7
3. Ray Freeman	1932	GICE7
4. Steve Packwood	1920	HK-F7
5. David Targonski	1913	IK-E7
6. Edward O'Conner	1903	EF-C7
7. Tom Johnston	1865	GG-F7
8. Daniel Henry	1802	KMDG7
9. Michael Ussery	1784	IJBF7
10. Timothy Proksch	1764	GH-E7
11. Kevin Kinsel	1727	BCE-7
12. Chuck Kaplan	1724	DF-D7
13. Philip Rennert	1723	BE-C7
14. Bruce Kernan	1704	CB-B6
15. Glenn Petroski	1685	NOEH7
16. Bill Thomson	1669	BDDA5
17. John Pack	1660	CE-C7
18. Vince Meconi	1659	FH-E7
19. Casey Adams	1647	CD-B7
20. Joel Klein	1643	CD-B7
21. Michael Knautz	1611	HJ-F7
22. Robert Kircher	1609	BD-B7
23. Clifford Smith	1605	DF-D7
24. Max Zavanelli	1602	BE-B6
25. Robert Kondracki	1598	DE-D7
26. Jeff Miller	1596	AB-A7
27. Alan Tomaszewski	1592	CE-C7
28. Karsten Engelmann	1591	BD-C7
29. Kenneth Nied	1616	HJ-E7
30. Lance Ottman	1586	BCC-6
31. Stephen Resman	1582	BCD-6
32. Louie Tokarz	1571	FFCC7
33. Andy Gardner	1565	BD-A7
34. Peter Lerch	1563	AC-A6
35. Paul Carlson	1557	ABB-6
36. Joseph Dragan	1554	DD-C7
37. Michael Pustilnik	1543	AC-A7
38. John Sharp	1541	JNCF7
39. Philip Van Wiltenberg	1541	CG-C7
40. Alan Mulroy	1541	BCBA7
41. Steven Cooley	1541	AB-B7
42. Jerry Cecchin	1533	BE-B6
43. Robert Beyma	1529	AA-A6
44. Andy Vilorio	1520	BDC-6
45. Bruno Wolff III	1510	BD-A7
46. Brian Petroski	1510	AA-5
47. James Falling	1504	AB-A7
48. Steve Mininger	1502	ABA-6

Main Battle Tank

August 26, 1997 19 Active Players

1. Robert Schoenen	1677	CD-C7
2. Bruce Young	1622	BC-B5
3. Jon Cleaves	1588	AC-A5
4. Jeff Kimmel	1575	BC-B7
5. Ed Wagaman	1570	AB-A7
6. Chuck Yingling	1559	AB-B5
7. John Emery	1537	AA-A5
8. Kevin Schoenen	1512	AA-7
9. Kirk Bonnevier	1502	AC-B7
10. Jay Roake	1500	AB-A7
11. David Davis	1500	AB-A7

Current Specific Game AREA Ratings

The Russian Campaign

August 26, 1997 57 Active Players

1. Robert Beyma	2079	EFGC6
2. Robert Shurdut	2028	GHN-6
3. Alan Frappier	1995	EHE-5
4. J Michael Noel	1979	EEK-6
5. Charles Sorbello	1959	BCGA6
6. Timothy Greene	1904	GKIB6
7. Gary Dickson	1904	BEEB7
8. Jeffrey Martin	1891	IMK-5
9. Thomas Gregario	1872	GJIB6
10. Larry Earhart, Jr.	1859	EEL-7
11. Daniel Barker	1795	BDE-5
12. Charles Jehlen	1695	BBB-5
13. David Ketchum	1692	BCE-7
14. James Eliason	1689	DGGB6
15. Ed Druckman	1677	BBB-6
16. Henry Lowood	1666	ABCA6
17. Jerry Cecchin	1632	AC-A6
18. Allen Kaplan	1605	BD-B6
19. Peter Pollard	1584	AB-A7
20. Mark Figge	1573	AAB-5
21. Forrest Pafenberg	1542	AC-B6
22. Tom Scharwark	1536	AB-A6
23. Martin Musella	1535	AB-A6
24. William Scott	1535	AA-A6
25. James Pei	1532	AA-7
26. Chuck Stapp	1502	AB-A6
27. Michael Reffue	1500	ABC-7
28. James Fardette	1500	AAA-7
29. Michael Willhoff	1500	AAA-7

Panzer Leader

August 26, 1997 58 Active Players

1. Bruce Wright	1793	CCE-6
2. James McAden	1770	EGL-6
3. Danny Price	1707	CDEA6
4. Robert Beyma	1700	BD-B6
5. Eduardo deNucci	1655	BE-A6
6. Kevin Kinsel	1601	CCD-6
7. Eric Bonner	1593	FFM-6
8. Jeff Wise	1582	CDE-6
9. Jay Zollitsch	1573	BD-A6
10. William Scott	1572	EG-B6
11. Eric Redstone	1568	ABB-7
12. John Trotsky	1566	AAB-7
13. Todd Treadway	1542	AA-A6
14. Martin Musella	1537	AB-A6
15. Steve Shambada	1537	AA-A5
16. Rod Coffey	1535	AAA-6
17. Tom Storey	1535	AAA-5
18. Michael Panteleano Sr	1535	AA-A5
19. John Gibson	1532	AB-B6
20. Hans Frey	1525	ABA-6
21. Oscar Kenneth Oates	1514	DFJ-6
22. Michael Ellsworth	1510	AB-A6
23. David Giordano	1508	AB-A6
24. Bruno Sinigaglio	1508	BC-A6
25. Charles Leonard	1503	AB-A6
26. Roger Kyle-Keith	1502	AB-A5
27. James Yen	1500	CCC-6
28. Michael Noan	1500	AA-5

Acquire

August 26, 1997 13 Active Players

1. James Campbell	1835	GG-7
2. Joseph Lux	1696	BB-A5
3. Lori Mogren	1670	BB-6
4. George Gorrell	1602	ED-7
5. Ray Allen	1518	AC-7
6. Jeff Neas	1509	AE-7
7. Brian Stevenson	1507	DE-7

Stalingrad

August 26, 1997 6 Active Players

1. Scott Goehring	2007	IJR-5
2. Bruno Sinigaglio	1817	CEBA7
3. Daniel Leader	1568	ABB-5

Submarine

August 26, 1997 2 Active Players

1. Michael Pacheco	1566	AAB-7
2. Albert Thomas	1534	AAB-7

1776

August 26, 1997 17 Active Players

1. Stephen Packwood	2050	EG-D7
2. Michael Sincavage	1863	DE-C6
3. Mark Miklos	1821	EF-D6
4. Rod Coffey	1685	BC-B7
5. James McAden	1566	ABB-7
6. Scott Bowling	1521	AB-A7
7. John Barrett	1508	AB-B7
8. Jim Lawler	1504	AAA-7

Wooden Ships & Iron Men

34 Active Players August 26, 1997

1. James McAden	2056	DHIB7
2. Larry York	1676	BD-B5
3. Paul Risner	1654	CD-B5
4. David Cross	1638	AC-A6
5. Keith Hunsinger	1633	AC-B5
6. David Metzger	1632	CC-B6
7. Timothy Hitchings	1592	BE-B6
8. Jeff Hawarden	1568	AAB-5
9. William Rohrbeck	1565	BD-B6
10. Joseph Keller	1537	AC-A6
11. Stuart Smart	1536	AB-A6
12. Sylvain Larose	1534	AB-A5
13. Christopher Bodkin	1505	AB-A5
14. Earl Anderson	1503	BD-A5
15. Michael Pantaleano Sr	1503	AB-A5

Waterloo

August 26, 1997 21 Active Players

1. Bruno Sinigaglio	1769	BC-A6
2. Patrick McNevin	1715	FEH-6
3. Larry Lingle	1697	AC-B6
4. Joseph Beard III	1688	BDCE6
5. John Ellsworth	1614	PNZA6
6. Eric Kirchner	1571	BC-B6
7. Robert Gosselin	1569	DGK-7
8. Scott Goehring	1555	ABC-5
9. James Penick	1551	BBF-6
10. William Scott	1536	AAA-4
11. Jeffrey Miller	1535	AA-6
12. Martin Mussella	1520	AA-A6
13. Chuck Stapp	1501	AA-A6

Hannibal: Rome vs Carthage

August 26, 1997 5 Active Players

1. Michael Welker	1539	ABB-7
2. Joseph DiCamillo	1535	AA-6

Attack Sub

August 26, 1997 12 Active Players

1. Jack Reid	1605	BD-A5
2. Marty Bryant	1566	AA-7
3. James Fuqua	1535	BD-A5
4. Michael Nagel	1535	AA-A6
5. Jeffrey Lange Sr	1500	AC-A5
6. Ed Musselman	1500	AC-A5

Gettysburg

August 26, 1997 21 Active Players

1. Allen Kaplan	1781	CF-C6
2. Vince Meconi	1759	DFCD7
3. David Zimmerman	1718	FIBD6
4. John Poniske Sr.	1708	CEBC6
5. Charles Hamm	1601	BDBB7
6. Robert Mull	1596	AC-A6
7. Michael Sims	1553	AB-A6
8. Richard Haddaway	1535	AAA-6
9. Michael Ellsworth	1510	AB-A6
10. Randy Schilb	1508	AB-A6

Colonial Diplomacy

August 26, 1997 7 Active Players

1. James Neary	1536	AD-A7
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Air Baron

August 26, 1997 8 Active Players

1. Stu Basker	1536	AC-6
2. Matthew Hamel	1536	AB-7

Guns Of August

August 26, 1997 8 Active Players

1. Stu Basker	1535	AAA-6
2. Matthew Hamel	1535	AA-6

Battle of the Bulge '81

August 26, 1997 31 Active Players

1. Randy Heller	1910	FHFD7
2. John Grant, Jr.	1758	BDEB7
3. Daniel Tierney	1745	BDE-7
4. Bruno Sinigaglio	1732	CFBB7
5. Henry Lowood	1679	BDE-7
6. Forrest Metz	1566	ABB-6
7. Mike Kosloski	1535	AA-7
8. Bryan Eshleman	1534	AB-B6
9. John Koontz	1520	AB-A6
10. Forrest Pafenberg	1517	BECB7
11. Thomas Scharwark	1512	BEDB6

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