

EPGS Heroics

Newsletter of The Eastern
Pennsylvania Gaming Society

September – October 2007

EPGS meets at Oxford Valley Mall's Community Room from 10:00 AM to 9:30 PM the first and third Saturdays for the rest of the year.

We also meet the second Saturday each month from Noon to 10 PM at The Games Keep in West Chester

And we meet each Tuesday from 5-10 PM at Alternate Universes off McDade Boulevard.

EPGS Polo Shirts

See President Steve Cameron if you are interested in a size XL or XXL EPGS Polo Shirt.

2006 Charles S. Roberts Awards

Awards for Best Boardgame in the following categories went to:

Pre-World War II:	<i>Here I Stand</i> (GMT)
World War II:	<i>A Victory Lost</i> (Multi-Man)
Modern Era:	<i>Winged Horse: Campaigns in Vietnam: 1965-66</i> (Decision: S&T: #239)
DeskTop Published:	<i>Battle of the Little Bighorn</i> (Khyber Pass)
Magazine-Published:	<i>Golden Horde: Kulikovo 1380</i> (Against the Odds #18).

The Best Professional and Amateur Wargame Magazines were, respectively, *Against the Odds* and *Line of Departure*. The James F. Dunnigan Award for Outstanding Achievement was awarded to Tetsuya Nakamura for *A Victory Lost*.

Upcoming Gaming Events

DERail, the first Delaware Train Game Tournament, September 15th 9 AM to midnight at The Days of Knights store in Newark DE. *T2R*, *AoS*, *I8xx*, *EB* and a few others. See <http://www.daysofknights.com/special.html>.

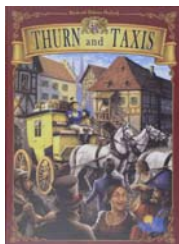
Berks Boardgamers Game Day #12 September 22nd 10 AM to 10 PM at Salem-Berne United Methodist Church. Contact Jim Carvin at jimcarvin@hotmail.com for more information.

Gettysburg Gathering September 28th – 30th. Play Civil War games at Gettysburg . For more information create an account at <http://monstergame.proboards85.com>, then click "Pennsylvania", and finally "Gburg Weekend".

Pennsylvania Chess Championship, October 13-14, Haverford College's Dining Center. For more information see <http://www.pscfchess.org>.

First Sudoku National Championship, October 19th - 20th at the Convention Center. Entry fee \$50 Adults, \$10 under 18. See http://www.philly.com/philly/comics_games/sudoku for more information.

Traveller Con, October 19th – 21st at Ground Zero Games in Lancaster, <http://www.travelercon-usa.com> for info.



4th Lansdowne Games Day Report

By John Desmond

Miserable weather limited attendance to a mere four players who played *Caylus*, *Trans Europa*, *Thurn and Taxis* and *Yahtzee*.



My Week that Was: WBC 2007

By Mike Kaltman

[This article is a revision of Mike's geeklist at www.boardgamegeek.com.]

After missing out on the action a year ago (something about my wife giving birth to our first child), I was able to make it back to the World Boardgame Championships for the second time. With me on the trip to Lancaster were Alex Bove and Dan Eppolito, a friend of Alex's from the LA area that we met two years ago at the WBC.

I can't believe how fast five days can slip by when you're gaming non-stop from morning to night (and for many, 24-7). A lot of it is already a blur in my rearview mirror ... the dizzying highs, the abysmal lows, the tough choices I had to make [about which conflicting events to participate in,] (especially on Saturday). And now? Withdrawal. Burnout. A return to my regular life with my wife and son.

What follows is a list of all the games I partook in, with results and personal thoughts.

EL GRANDE

The first game I played this year was for me a microcosm of the entire week.

I never take *EG* too seriously, if only because there's so much chaos in the game and the politicking can get out of control. (I'm convinced that, if the Benedictine Monks played this game, their chants would resemble Gangsta Rap.) That said, I hoped to improve upon my showing from last time (distant middling finishes in two games).

First game for me was tight to the end, and I finished second in a near four-way tie (6 points from first to fourth).

My second game went poorly, as I got out of the blocks slowly, finished strong (due to everyone else ignoring me entirely), and DFLed (i.e., came in dead last, though again, only by 6 points). After this game (and an abbreviated attempt at *Can't Stop*), I was walking back to my hotel room next door when I got a message on my cell. (I learned early on that my phone can't receive messages from the basement of the convention hotel.) The message was from my wife, who flew out to Minneapolis to be with her mother for the week. The message: a major bridge collapse in Minneapolis. Fortunately they were home at the time and never in danger, but still, something like this definitely puts one's interests in perspective of what matters in life.

Anyhow, I won my third heat game fairly comfortably (115-106-102-94) and made it to my first of numerous Semifinal games.

And unfortunately, that's where things began to go wrong for me.

As luck would have it, Alex and I were put at the same Semi table, along with a nice guy I knew from SpielByWeb.com as *Coach*. The game was well-played on all sides, and when the dust settled, the score was 86-85-84-83-79. I had the 85, a one-point loss to *Coach*. It would be the first of a number of close losses.

CAYLUS

As my team game, I knew I would have some major conflicts in scheduling if I lost my first heat on Tuesday night. I got into a four-player game with fellow EPGSer (and all-around strong gamer) Eric Freeman. He told me he's only played about two or three times before.

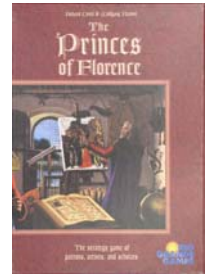
He sure could've fooled me. About halfway through, I had a comfortable lead (helped by the build track and the tried-and-true "church-build" combo to get two stone buildings at once for 9 points), then watched as Eric roared back, Birdstone-style (for you horse-racing fans), to catch me on VPs with the point-track. In the end, I eked out a 3-point win, 84-81, over Eric, guaranteeing myself a shot at a *Tigris & Euphrates* heat and the *El Grande* Semi match mentioned above. It also meant I made it to the *Caylus* Semis on Saturday.

That day was a story in and of itself, but more on that later...

THE PRINCES OF FLORENCE

I was originally going to play two heats of this, but then my second of this would have come during a fourteen-hour no-break day of gaming. And, as my *Goa* heat ran overtime a bit, I missed out anyway.

It probably wouldn't have mattered, as the one game I *did* play didn't go well. I finished fourth, lost by 11, and vowed not to try this at the WBC again until I get more practice, either at my regular gaming group or online at BSW.



POWER GRID

Two heats of this conflicted with *El Grande*, so I had one crack. I played with another fellow EPGSer: Ken Horan. The two of us, along with two others, dueled in Central Europe.

I got lucky early, snagging the 27-plant (Wind for 3) on the second turn at cost and building without much interference in the northeast. I built to six plants and waited for another to trigger Stage 2, then quickly got to eleven with others (who by now were hindering my expansion). I still had a comfortable cash situation as the Stage 3 card got flipped just after the last person got a plant.

At my moment of building, I had the cash and resources to build six cities and end the game. However, I only could power fourteen of them, and my left-hand opponent (who herself had eleven built) could power fifteen. In the end, I assumed she would be able to do four and win if I did six, but I feared getting cut off if I stopped at fourteen ... so I built to sixteen and stopped. It cost me the game.

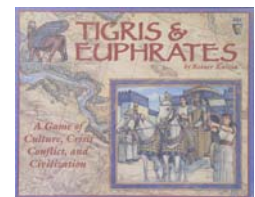
It turned out that my opponent could only build three cities, and, as I would have had money to spare, I could have won outright. Worse yet, while I stocked up on coal to avoid a shortage, I failed to do so with oil (which, for this map, did not produce as much as usual). The final auction was fierce, with the 38-plant (three Trash for 7) went for \$116, the 46-plant (three Hybrid for 7) went for \$100, and I got the Fusion plant for \$85. However, as I bought resources last, I ran short of oil while my left-hand opponent (who bought her plant at cost at the end) easily built enough to win.

So I officially came in dead last, though I felt that I played well.

TIGRIS & EUPHRATES

I skipped Heat 1 so I could eat ... else, it would have been 16 hours straight on Wednesday.

What goes around comes around, as my Heat 2 game found me playing against Eric [Freeman] in *his* team game. I scored 9-9-11-12 and beat Eric (who had all 9s), but lost to another player who got 10-11-11-11. I thought he was well-off on red, green and black, but I missed that he stocked up early on blue.



I didn't bother to check to see if my one second-place would have made the Semis, but it turned out I was an alternate. Later I learned that I would have been in the Semis had I only checked in. It just goes to show, you never know.

ALHAMBRA

I played one heat of this on Friday, more because I had nothing better to play at that time. I fared poorly, being a distant last place (out of five) after two scoring rounds. I did do well enough at the end to improve to fourth, but still wound up far behind the first three. And, to quote a popular movie character, "That's all I got to say about that".

RA

With so many schedule conflicts, I could only play in one heat of *Ra* this year. Though we used my own set, I swear I must have forgotten to add all the Ra tiles to the bag. I went out fairly early in the first epoch, which killed me when two of my opponents stayed around to clean up. In the end I earned second place, but finished 13 points off the pace. Thus, I failed to make the Semis at the game I made Final table at two years ago.

Here I want to mention the plight of a friend on mine, (Ken, who I mentioned in my *Power Grid* discussion). Ken won *three* heats of *Ra*. For all that, he was only an *alternate* for the Semis. Why? He didn't win his *first* heat (but he did win his second, third and fourth ones). Among multiple winners, the first criterion for advancement is "win in first heat entered". (For the record, Ken was able to participate in the Semis, finishing third in a hard-fought game.)

Granted, this is a rare and extreme example. Still, I am now more convinced than ever that the first tiebreak ought to be "win multiple heats". I recognize that this may not be fair to those who get to the Con later in the week (and may only play one heat per event), but IMHO, if a player is so dedicated to advancing that he or she is willing to play multiple heats (at the cost of playing other games), that player *should* get preferential treatment.

[Editor's note: I think what Mike means is for the first tiebreak to be "win three heats". His "win multiple heats" allows a person finishing last in their first two heats and then winning their final two heats to finish ahead of someone who won in the first heat. Furthermore, as players who win in early heats have little incentive to enter subsequent heats, the competition gets watered down in later heats. This way winning 3 (of 4) finishes ahead of 1 (of 1) which in turn finishes ahead of 2 (of 3). Here I think Mike and I are both assuming there are a maximum of four heats in an event. (I don't know if there is a rule limiting an event to four heats; I recall that many years ago there was at least one event with six heats, but this year none had more than four heats).]

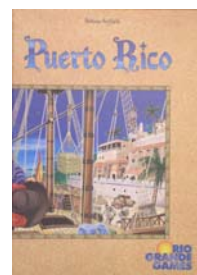
[Writer's note to the Editor's note: I *do* mean for the first tiebreak to be "win multiple heats". I will admit that I never gave much thought to the level of competition in later heats, but at the same time I am of the belief that a person who is willing to continue playing even after winning a heat deserves the right, if he wins again, to be seeded higher than a person who plays a heat because there's nothing better to play.]

[Yet another Editor's note, this time on a different subject: I really like the fact that WBC tries to have each event use a uniform tiebreak procedure, even if the order of tiebreaks is subject to debate.]

PUERTO RICO

I got into two heats of this, finishing a distant second in my first (67-55-51-37) ... the person to my right perceived me as more of a threat than the guy to my left, so at a key shipping moment late in the game, he blocked my corn shipment with tobacco, allowing my left-hand opponent to ship three times (all with a Harbor).

My second game was a classic builder-shipper duel against Raphael Lehrer, a known kick-ass gamer. I built two big buildings for 14 bonus points while he shipped a boatload of corn and tobacco with a harbor/wharf combo. It was another close call, but I lost 52 to 51 (with the other scores in the 30s and low 40s).



For the Quarterfinals, I was the second alternate, but only one was needed. Close, but no sugar.

Raphael would go on to win the entire tournament. [Editor's note: Raphael also won the *Pillars of the Earth* and *Tara* tournaments.]

AGE OF STEAM

I had one shot, and got buried in a four-player match. My undoing came early; I won the first auction for 4 and took Loco, but considering that the entire left side of destination cities was blue and black, I should have Urbanized instead. I got into a battle on a side of the board with nothing but red and blue cities, never made it to Berlin, and finished a distant fourth with 69 points. (The top two had it close, 95 to 94, with third getting to 77.)

AMUN-RE

Now for my biggest successes ... and toughest failures.

My Heat One Amun-Re game, featuring the likes of David Platnick and *Coach*, went similar to a game I played on www.spielbyweb.com a few weeks ago. I started off slow with the points, having only 8 at the halfway point. I hoarded cash, though, and built a lot for the second half. In the end, I won a close one (39-37-36-31-27) and punched my ticket to the Semifinal.

Another fellow EPGSer, Keith Layton, greeted me in my Semi game, which started well for me as I got Sawu and Dakhla with a pyramid each. I got Memphis cheap in Round 3, and then I got greedy.

I saw that one opponent. (on the East side) was one brick shy of a set, with no extra bricks. I decided that I could save 4 bucks (at the cost of a point) by buying one brick in Memphis (completing a set) and two bricks in Sawu to get the most in the East.

What I missed was that Keith (who had Buto & Mendes and sacrificed often) already have an entire set *and* an extra pyramid in Buto. While I stole, he made the biggest sacrifice, placing another pyramid in Mendes (claiming the most on *both* sides), and effectively crippling my game. I ended up with a scant 9 points at the half (tied with another, and 4 behind a third) while Keith soared ahead with 20 points.

Amazingly, I still had a chance. I did save money, to the point of getting a triple-triple (with one extra brick) in Round two, and made two Power cards to score 31 more points, a total of 40 for the game. Keith, who got into a land war in the West, made only one set while coming up shy for "Most in the West", and ended with only 36. However, the guy who had 13 the first round made 9 points on temples, won the "Most in the West" bonus, tied me with 40, and won by a single pyramid on the tie-break. (To boot, I had him beat for money even after the big sac killed both my camels.) I will be ruing my niggardliness for a long time. It cost me a spot in the Final.

MEDICI

As a small consolation, my failure in the *Amun-Re* Semis meant I could play a heat of *Medici*. And what do you know ... I won my heat to make the Semis!

I lucked out in Round Two, snagging the 10-boat (i.e., the 'Gold' card) on the cheap after three others were filled up and a fourth had one slot left. That, combined with getting to a "10" spot on the green pyramid, let me coast to a 22-point win.

My Semi game, I honestly believe, I played better in. It wasn't enough, as I finished second by 9 points. The winner scored 5 in the last round with an 11-boat, and tied for second on the red pyramid for 2 points, while another opponent tied me on the brown pyramid to cost me 3 points. (All of that happened at the tail end of the round.) Little things add up.

TIKAL (PART ONE)

And now, for the madness that was Saturday. With all I went through, I could probably write a book about my experiences that day alone.

First, a reminder that my *Caylus* win on Tuesday qualified me for the 4 PM Semifinal. (The "team" effort was moot; by Saturday all my teammates had been eliminated from their events.) That turned out to be the beginning.

On Wednesday I entered a *Tikal* heat. I know that I am not a strong player, and had no expectations. That said, I more than held my own, and won a 122-117-105-104 decision to qualify for the *Tikal* Semis.

The problem was that *Tikal*'s Semifinal started at 1 PM on Saturday. If I would have won that, I would have had to choose between the *Tikal* Final and the *Caylus* Semi.

But that was only the beginning...

GOA (PART ONE)

On Thursday, I played in a Heat of *Goa*. I actually recognized the guy across from me as a guy I played *Goa* against two years ago at GenCon. (This same guy also was in the *Amun-Re* Final, for what it's worth.)



In this game, I snagged both the double-red and double-black plantations while another guy bought his own auction for 9. I hit the expedition track early and often, and ran up a score of 55 for a convincing win.

And now I had *another* conflict: the *Goa* Semi was slated for a Noon start on Saturday. Playing that, I would miss the *Tikal* Semi.

So, back to Saturday...

Another *Goa* heat started at 9 AM, and I was able to convince three winners (including Dan Eppolito) to start a Semifinal game at 11 AM. (The GM was OK with this, so long as I got 'winners' of earlier heats.)

[Editor's note; Mike should be grateful; many GMs would not be so flexible.]

That way, I figured, I would at least know if I made the *Goa* final before the *Tikal* Semi started. Or so I thought.

As it happened, I lost the *Goa* Semifinal by two points, 44-42. So, I'm out of the Final, right? Well, not exactly...

Only 12 players made it to the *Goa* Semis, so the GM decided on three games (the one I finished, and two others that started at noon), where the final table would be the three winners *and the top second-place finisher, decided by who came closest to the winner of his or her own game.*

See the problem I had? The other two games would not finish before *Tikal* started, so I had to judge whether my loss was close enough to earn the fourth seat. I had two choices:

(A) Play *Tikal*, and give up the chance of finishing "Top second" for the *Goa* final.

(B) Skip *Tikal*, but then I'd be out of both if I didn't finish "Top second".

In the end, I felt the numbers made the decision for me. *Tikal* had exactly eleven people show up for the Semis, so I made it an even dozen and gave up on *Goa*.

TIKAL (PART TWO)

As for the *Tikal* game, two players beat the crud out of each other while I and another player had good early positions. I made some bad choices halfway through and fell back to the others, but no one caught the fourth, who finished with 116 without even making a final move. I came in third with 100, two ahead of another while one point back of second.

(On a personal note ... and I deliberately withhold all names ... I knew that I was not a strong *Tikal* player, and I said as much to my opponents before we started. I know I may have made some mistakes, and possibly I "let" another player win the game. That said, I do not feel I deserve the scorn that one particular player showed me, both during and after the game. If you can't deal with players making mistakes, you shouldn't play.)

Anyway, I learned about halfway through that one *Goa* game ended in a landslide, an 11-point win. Later still, at about 2:40 PM, the other game ended with a 7-point spread from first to second. So it turns out I *would* have qualified for the *Goa* final.

I started thinking ahead to *Caylus*, but was quickly informed that, if our *Tikal* game ended by 3:00, they would wait for me to finish.

I gladly accepted, and darted out quickly after *Tikal* ended to take my spot in what would prove to be my only Finals table.

GOA (PART TWO)

A little history here. Two years ago, I made one Finals table (for *Ra*). I came in last, missing a plaque by one place, while my friend (and weeklong roommate) Alex took home his first-ever Finals victory at WBC.

So who were my opponents for the *Goa* final? Jim, the guy who beat me in the Semi; Raphael, the guy who beat me in the 52-51 *Puerto Rico* game... and Alex.

My game started off badly. Sitting second, I bid \$7 for the flag that Alex put up. (Usually, \$7 is a decent bid.) Jim bid \$8 and won the flag; which he and Alex passed back-and-forth for nearly the entire game. (Raphael got it once, and I never saw it.) We all quickly got to the third row of the card track, but I was the only one not to get to the bottom. I did finish with a full house after winning three Expedition Cards in the last auction, but it wasn't enough.

I finished with 39 points. (I could have had 40, but used a non-pairing card in a futile attempt at most cash.) Jim ended with 41, Raph got 44 ... and Alex won with 46. Thus, history repeated itself: I made one Finals table, came in last, missed earning a plaque by one position, and watched as Alex took home his second-ever Finals victory at the WBC. (He won the *Goa* championship at EuroQuest as well.)

To say the least, Saturday was eventful.

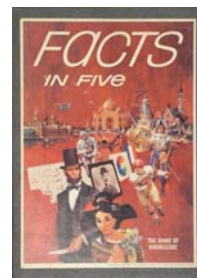
[Editor's note: I'm sure that a few years back I read an interview with Reiner Knizia saying he tried to make his games illustrate the real-world inability to do everything one wants to, where players must choose between one move giving them certain benefits and other moves which yield different benefits. The schedule conflicts of the vast majority of the WBC attendees are real-life examples of this. Unfortunately I have looked for the source of Knizia's quote and can't find it.]

CAN'T STOP, LIAR'S DICE, FACTS IN FIVE



I also entered the quickie *Can't Stop*, *Liar's Dice* and *Facts in Five* tournaments, all with no success. Oh well.

[Editor's note: *Facts in Five* is an event like no other. For one thing, it is a pure trivia game, unlike *Wits and Wagers*. But more important, it is a unique experience. If you have the hour free at WBC, you should enter the tournament, if only to listen to the participants whining about the categories selected by the GM and to hear them arguing for obscure answers that the GM was unaware of. Frequently players get discouraged by the number of answers they miss, not realizing that everyone misses a lot of answers; this year's winning score was only 45 out of 105! And there are always participants who do poorly; I once graded answers for someone whose final score was around four or five, and yet that person was still capable of winning another event at the Con.]



INDUSTRIA, WEREWOLF

I also played a couple of non-tournament games:

- I got my first taste of *Werewolf* on Saturday night, playing until morning. Had a blast!
- I picked up a copy of *Industria* for \$23. It was money well-spent, a brilliant game!

And so, another WBC comes to an end. While I suspect I will be unable to attend next year, I keep the possibility open that I'll make it back eventually. Maybe next time, I'll break through.

Until then, back to the real world.

Yet More Adler-Luftwaffenspeil (Eagle Air Force Game) Addenda

By Frank Cunliffe

In the May *Heroics* I wrote about a couple of military themed games produced in World War II era Germany. One I learned about thirty years ago, but the others were ones I had recently learned of. With the three decade gap between learning of these, I was surprised to discover yet another just a next month later, and I wrote about that one in the July issue. Amazingly I have learned of even more such games to report about in this issue.

As with *Adler Luftwaffenspeil*, I learned about these games from an auction of otherwise non-game related items. Unlike the first auction, this one was publicized in the media and mentioned on boardgamegeek.com, and instead of the earlier item not being bid on at its \$240 + 15% buyer's premium minimum, these lots were hammered down for three to eight times their auctioneer's estimates. The auctioneer this time was the British Mullock's Specialist Auctioneers & Valuers. <http://www.mullocksauctions.co.uk>. The seller was a German not legally allowed to sell the game in his home country, (where selling – though not possessing – Nazi items is illegal). The following quotations and photographs are from the auctioneer's catalog.

Lot 197 *Das U-Boot-Spiel* (The U-Boat Game) “1942 Board game featuring a chequer board with the outline maps of Scapa Flow in original box with rules (in German) apparently complete and in unused mint condition. A game no doubt inspired by the successful destruction of HMS Royal George (sic) in Scapa Flow harbour by a German U-Boat U-47 commanded by Gunther Prien.” Shortly after World War II began, Prien risked shallow water, unpredictable currents, unknown shoals as well as unknown harbor defenses to sneak his U-Boat into the main British naval base in the north of Scotland. He fired a spread of torpedoes. Most were duds, but the two that detonated sank the battleship HMS Royal Oak. I don't know where the auctioneers got the name “Royal George”. Perhaps when the game was published the Germans did not know the correct name of the enemy ship. Although there have been eight Royal Georges in the British navy, the most recent was decommissioned in 1875, sixty-four years prior to Prien's exploit. A year-and-a-half later Prien's U-47 disappeared, cause unknown. Valued at £100-150, sold for £1000.



Lot 198 *Mit Prien gegen England* (With Prien against England) “1941 board game playing board in original box a little distressed with cover illustration to top showing a German U-Boat destroying a British vessel and a bw photograph of Prien shown smiling. Lacking some playing pieces rules (in German) to inside cover of box. Inspired by the heroic activities of Gunther Prien the legendary commander of U-47 which sank HMS Royal George (sic) at Scapa Flow and who became a national celebrity as a result. The board features a map of the UK with the North Sea and German mainland prominent. The idea (sic) was a sort of ‘snakes and ladders’ played using dice and counters over a set course from Wilhelmshaven (sic: Wilhelmshaven) and back again. Along the way there were various advantage points and also penalty points. Scarce.” Valued at £300-500, sold for £1250.



Lot 199 *Fallschirmjäger Spiel* (Parachutist's Game) “1941 board game integral playing board within original box full colour illustration to cover showing paratroopers descending from a plane. Six original playing pieces in ‘as used’ condition and two carrier aeroplanes in good condition. Rule printed (in German) to inside of cover. It appears that this was a game where the lead weighted playing pieces each featuring a paratrooper were affixed to the ‘aeroplanes’ by a clay compound and the object was to ‘fly over’ the playing board which is covered with score numbered indentations. Clearly the object was to flick off the playing piece so that it ‘landed’ in a numbered indentation.” While the German paratroopers were extremely successful in the Second World War, they were so



decimated at Crete in May 1941 that Hitler forbade subsequent large-scale airborne operations. Ironically Crete occurred the same year this game was published, and ironically the Allies were so impressed by the German paratroopers that they began building up their own airborne divisions. Valued at £220-300, sold for £1000.

Lot 200 *Bomber Uber England* (Bomber over England) “1940 remarkable table top ‘bagatelle’ (or pinball) style game featuring a map of the UK northern France Belgium and Holland with part of Germany and various holes in the board each assigned with a points total. Various points in the North Sea are marked such as merchant ships and a lighthouse (attracting various points) and various cities on the mainland. You got 30 points for hitting Hull 60 points for hitting Aberdeen only 40 points for Liverpool 50 points for Birmingham and of course 100 for London. This game was clearly produced very early in the war as France is indicated as not under German control – as you got 100 points for hitting Calais. On the other hand you lost 80 points for hitting Brussels and Amsterdam. It is most unlikely that any other examples of this game exist.” Valued at £300-500, sold for £2600.



Another game of the World War II era was auctioned; this time a Belgian game.

Lot 201 *The V Game* “Original children's game devised possibly in Belgium (though bearing a French mark of Brevete S.G.O.G. 28620P VC) almost certainly during WWII and based on the concept of the V1 rocket. In original box with colour printed cartoon on the lid showing Hitler with a crown on his head sitting astride a V1 rocket surrounded by stars. Made from fairly crude card (consistent with the deprivation of the times) printed rules in French Flemish and English to inside lid (hence our attribution to Belgium). Box a little distressed but interior contents complete and in good order. A remarkable survivor and even more so if this does in fact date from the days when Belgium was occupied. The idea of the game is based on a sort of 'tiddlywinks' principle. Each player had a spring powered 'launcher' and a 'V1' (which was a bead drilled with a hole in the middle). Inside the box was a game board rather like a dartboard but with various round sections in concentric rings. The outer ring was worth 10 points and related to various German cities including Munich Frankfurt Mainz Essen etc. The next ring of six sections was Berlin itself (B-E-R-L-I-N) and if your V1 landed in one of those it was worth 25 points. The next ring was devoted to the 'Hitler Gang' of Goebbels Von Ribbetropp (sic: von Ribbentrop) Von Rundstedd (sic: von Rundstedt) Von Pappen (sic: von Papen. These misspellings could be taken from the original game; perhaps they are the Belgian spellings) and Himmler. If you hit these it was worth 50 points. The 'Bullseye' was Hitler himself worth 100 points. The date of this game remains in doubt but it seems most probable that it was produced in wartime and under occupation - and if so would represent a remarkable act of courage by those who produced it. We would suggest that as the V1 is used as the basis of the game rather than the later V2 it would place the invention of this game at around 1944 at a time when the German occupation of Belgium was coming to an end but would have still been very real. If this is the case then the possession of the game would have been most unwise. We have been unable to trace any reference to this game.” Valued at £250-300, sold for £800.



There were about 400 other lots in this auction, most were documents several of which were 500 years old. The other items I think most interesting are bits of hair of two commanding generals from the Napoleonic Wars. Why Nappy's hair is so much more valuable than Wellington's is a mystery to me.

Lot 112 “Wellington (Duke of) a few strands of white hair framed with a printed portrait of the Duke of Wellington and a facsimile of the original envelope in which the hair was kept bearing a note 'The Duke of Wellington's hair cut after death for myself J Kendall'. Kendall was employed by Wellington as his personal valet and was at the Duke's side when he died.” Valued at £100-150, sold for £120.

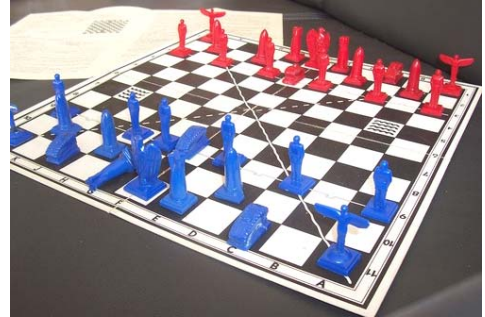
Lot 114A “Napoleon I - Emperor of France a lock of his hair approx 4cm long neatly tied with a single strand contained in a folded piece of paper with identification to cover 'The Emperor Napoleon's Hair' written in a 19th c hand. Provenance: This lock of hair has been in the vendor's family for many generations and was rediscovered recently in the draw of an early 19th c writing tablet.” Valued at £400-600, sold for £1000.

All prices in this article do not include the 15% buyer's premium. I don't know if the British Value Added Tax applies here, (or if it only applies to domestic buyers). The current conversion rate is £1=\$2.03.

Discussion of this auction on boardgamegeek.com led to some German geeks adding their knowledge of their ancestor's games. Mentioned were *Feind Hört Mit!* (Enemy is Listening), *Licht Aus* (?), a dexterity game titled *Deutschland Erklärt den Krieg* (Germany Declares War) and *Wehrschach Tak-Tic* (Army Chess Tactics) published by Verlag Die Wehrmacht (Army Publishing) in 1938. This is a chess-like game played on an 11x11

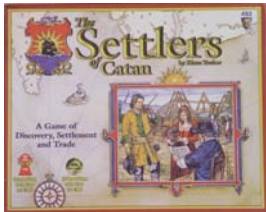


board with two spaces being "water" on squares b5 and k8, and walls along each side's third rank. The game includes eighteen three-dimensional pieces per side shaped like various weapons in the German army's inventory, including the Jagdflieger, the Panzerlampfwagen which moves like a knight from oriental chess (one space straight and then one diagonally, but blockable by a piece on the middle square).

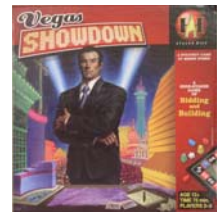


If the reader recalls my original article in the May issue, I learned of one of these games over thirty years ago, and no others until this spring. Will I go another thirty years without learning of one, or will the next issue of *Heroics* contain yet another new discovery?

The Games We Played



Settlers of Catan was our most played game since the last issue of *Heroics*, being played eight times. (*Seafarers of Catan* was also played once.) Second was *Puerto Rico*, played seven times, and third was *Vegas Showdown*, played five times. Tied for fourth with four plays apiece were *Goa* and *Thurn & Taxis*. Numerous games were played three times.



Puerto Rico and *Vegas Showdown* were played at all three of our Oxford Valley Meetings.

Thanks to Steve Cameron, Steve Fitchett, Karl Kemmerer, Keith Layton and Hank Smith for help compiling this information.

The following chart lists the games played at Oxford Valley July 21st, August 18th, and September 1st; The Games Keep August 11th and September 8th; and Alternate Universes July 17th, 24th & 31st, August 7th, 14, 21st & 28th and September 4th. (EPGS did not meet August 4th.)

NEW	TITLE	PUBLISHER	JUL 21	AUG 18	SEP 1	GK	AU
	<i>Adel Verpflichtet / By Hook ... / Hoity Toity</i>	Avalon Hill / Überplay	1				
	<i>Advanced Squad Leader</i>	Avalon Hill / Multi-Man				1	
	<i>Age of Empires III</i>	Tropical					1
	<i>Age of Steam</i>	Warfrog			1		
	<i>Atlas & Zeus</i>	Eurogames			1		
	<i>Australia</i>	Ravensburger / Rio Grande		1			
	<i>Axisworld 1950</i>	wargamer.com		2			
	<i>Barbarossa to Berlin</i>	GMT		1			
	<i>Battle Line</i>	GMT	1	1			
	<i>BattleLore</i>	Days of Wonder			1		
	<i>Blue Moon City</i>	Kosmos / Fantasy Flight			1		
	<i>Bohnanza</i>	Amigo / Rio Grande	1				

G/P	<i>Box of Golf</i>	Box of Golf, Inc.		1	1	1
G/P	<i>Breaking Away</i>	Fiendish Games	1	2		
	<i>Buccaneer / Seeräuber</i>	Queen	1			1
	<i>Canal Mania</i>	Ragnar Brothers	2		1	
	<i>Carcassonne - Hunters and Gatherers</i>	Hans im Glück / Rio Grande	1			
	<i>Carcassonne - The Discovery</i>	Hans im Glück / Rio Grande		1		
	<i>Cartagena</i>	Venice Connection				1
	<i>Caylus</i>	Ystari / Rio Grande			1	
	<i>Caylus Magna Carta</i>	Ystari / Rio Grande	1			
	<i>Citadels / Ohne Furcht und Adel</i>	Hans im Glück / Fantasy Flight				1
	<i>Civil War</i>	Bill Micklow			1	
	<i>Clash of Giants II</i>	GMT	1			
	<i>Cloud 9</i>	Out of the Box	1			
	<i>Coin Flip Dungeon</i>	?	1			
	<i>Commands & Colors: Ancients</i>	GMT		3		
	<i>Conquest of the Empire</i>	Milton Bradley / Eagle		1		
G/P	<i>Conquest of the Fallen Lands</i>	Assa				1
	<i>Cribbage</i>	?				3
	<i>Daytona 500</i>	Milton Bradley				1
	<i>Diamant</i>	Schmidt	1			
G	<i>Drive on Moscow: Road to Ruin II</i>	Decision	1			
	<i>End of the Triumvirate, The</i>	Z-Man			1	
G	<i>Fire and Axe: A Viking Saga</i>	Ragnar Brothers				1
	<i>Flickwerk / Turbo Taxi</i>	2F-Spiele / Plenary		1		
	<i>Fluxx</i>	Looney Labs / ICE / Amigo			1	
	<i>For \$ale</i>	Ravensburger		1		
	<i>Fortress America</i>	Milton Bradley			1	
	<i>Gettysburg</i>	Bill Micklow		1		
	<i>Gettysburg [1988]</i>	Avalon Hill		1		
	<i>Gheos</i>	Z-Man		2		
	<i>Give Me the Brain</i>	Cheapass		1		
G/P	<i>Gnome Crystals</i>	Three Sages	1			
	<i>Goa</i>	Hans im Glück / Rio Grande	2	2		
	<i>Guillotine</i>	Wizards of the Coast		1		
	<i>Hammer of the Scots</i>	Columbia		1		
	<i>Hannibal: Rome vs. Carthage</i>	Avalon Hill	1			
	<i>Here I Stand</i>	GMT			1	
	<i>Hey! That's My Fish!</i>	Phalanx / Mayfair				1
	<i>Hive</i>	Gen Four Two	1			
G	<i>If Wishes Were Fishes</i>	Rio Grande				1
	<i>Igel Ärgern</i>	Doris & Frank		1		
	<i>Imperial</i>	Eggert-Spiele / Rio Grande	1			
	<i>Industria</i>	Queen		1		
	<i>Ingenious / Einfach Genial</i>	Kosmos / Fantasy Flight				2
	<i>Jenseits von Theben</i>	Queen	1			
	<i>Liar's Dice / Call My Bluff / Perudo / etc.</i>	ES Lowe / MB / FX Schmidt / etc.		1		
	<i>Lightning War</i>	Dave Bohnenberger			1	
	<i>Loopin' Louie</i>	Milton Bradley		1		
	<i>Lord of the Rings: Battlefields</i>	Fantasy Flight			1	
	<i>Lord of the Rings: Friends and Foes</i>	Fantasy Flight			1	
	<i>Lost Cities</i>	Kosmos / Rio Grande			1	
	<i>Martian Rails</i>	Bob Stribula	1			
	<i>Marvel Heroes</i>	Nexus / Fantasy Flight		1		
	<i>Medici vs Strozzi</i>	Abacus / Rio Grande		1		

	<i>Napoleon's Triumph</i>	Simmons						1
	<i>Napoleon</i>	Gamma Two / Avalon Hill		1				
	<i>Notre Dame</i>	Alea / Rio Grande						1
	<i>Parthenon: Rise of the Aegean</i>	Siren Bridge / Z-Man		1				
	<i>Paths of Glory</i>	GMT						1
	<i>Pig Mania / Pass the Pigs</i>	Recycled Paper Products / MB						1
	<i>Pizza Box Football</i>	On the Line Game Company	1					
	<i>Pow Wow / Coyote</i>	Ravensburger / Kidultgame			1			
	<i>Power Grid</i>	2F-Spiele / Rio Grande	2					
	<i>Puerto Rico</i>	Alea / Rio Grande	2	2		1		2
	<i>Q-Jet 21xx</i>	Möbius Games	1					
	<i>Ra</i>	Alea / Rio Grande	2					
	<i>Real Estate</i>	?			1			
G?P	<i>Redneck Life</i>	Gut Bustin' Games						1
	<i>Risk 2210 A.D.</i>	Hasbro/Avalon	1					
	<i>RoboRally</i>	Wizards of the Coast		1				
G	<i>Schotten Totten</i>	Schmidt	2					
	<i>Settlers of Catan</i>	Kosmos / Mayfair	1	1				6
	<i>Settlers of Catan - Seafarers</i>	Kosmos / Mayfair					1	
	<i>Settlers of Catan Card Game</i>	Kosmos / Mayfair				1		
	<i>Shadows over Camelot</i>	Days of Wonder						1
	<i>Spy</i>	Überplay				2		
	<i>Sticheln</i>	Amigo				1		
	<i>Taj Mahal</i>	Alea / Rio Grande				1		
	<i>Take It to the Limit</i>	Burley	1					
	<i>Taluva</i>	Hans im Glück / Rio Grande	1					1
	<i>Tara</i>	Tailten			1			
	<i>Thurn and Taxis</i>	Hans im Glück / Rio Grande	2			1		1
	<i>Tichu</i>	Abacus				1		
	<i>Ticket to Ride</i>	Days of Wonder			1	1		
	<i>Ticket to Ride: Märklin</i>	Days of Wonder						1
	<i>Ticket to Ride: USA 1910</i>	Days of Wonder					1	
G	<i>Tide of Iron</i>	Fantasy Flight	1					
	<i>TransAmerica</i>	Winsome / Winning Moves / RG	1					
G	<i>Travel Blokus</i>	Sekkoia / Educational Insights				2		
	<i>Twilight Struggle</i>	GMT	2			1		
	<i>Ur</i>	What's Your Game? / Rio Grande				1		
	<i>Vegas Showdown</i>	Hasbro/Avalon	1	3		1		
	<i>Viktory II</i>	Morrison	1					
	<i>War of the Ring</i>	Phalanx / Fantasy Flight	1					
	<i>We the People</i>	Avalon Hill	1	1				
	<i>Wellington</i>	GMT				1		
	<i>Wilderness War</i>	GMT				1		
	<i>Wits & Wagers</i>	North Star		2				
	<i>Wizard</i>	Amigo / US Games Systems						1
	<i>World of Warcraft TCG</i>	Fantasy Flight		2		1		
	<i>Zendo</i>	Icehouse				3		
11/5	TOTAL	134 TITLES / 166 PLAYS	38/46	37/48	35/39	13/15	11/18	

G = New Game

GP = New Game and Publisher

Military Games are Red

Railroad games are Blue

Sports games are Green

EPGS Information

Heroics is the official publication of The Eastern Pennsylvania Gaming Society, (EPGS). Contributed articles are always welcome.

To subscribe to *Heroics* send an email to:

epgs_announce-subscribe@yahoo.com

To unsubscribe, send an email to:

epgs_announce-unsubscribe@yahoo.com

To view the group on the Web:

http://groups.yahoo.com/group/epgs_announce

Join the EPGS email discussion listserve on Yahoo!

Groups' EPGS Community. Addresses:

Post message: epgs@yahoo.com

Subscribe: epgs-subscribe@yahoo.com

Unsubscribe:

epgs-unsubscribe@yahoo.com

List owner: epgs-owner@yahoo.com

Home page: <http://groups.yahoo.com/group/epgs>

Visit the EPGS Website: <http://epgs.org>

EPGS Officers:

18 month terms expiring November 17, 2007.

President:

Steve Cameron
(610) 721-5507 (cell)
stevegamer@rcn.net

Treasurer:

Randall MacInnis
(908) 781-6555
randall.macinnis@verizonwireless.com

Publicity:

Keith Layton
(856) 663-2643
keithL4170@comcast.net

Webmaster:

Steve Fitchett
(610) 485-2133
sufitch@comcast.net

Editor:

Frank Cunliffe
(610) 394-9119
fhc2@hotmail.com

Quartermaster Corps

The following retailers have agreed to post our newsletter or an advertisement for EPGS. To show our support, we list their names here.

Abington Game & Hobby

10% discount to EPGS members

1128 Easton Road (Note new address!)

Roslyn PA 19001

(215) 657-9550

www.abingtongh.com

Alternate Universes

10% discount to EPGS members

2034 Parker Avenue, (at McDade Blvd)

Holmes PA 19043

(610) 583-9960

Sun-Thur: N-10, Fri: N-M, Sat: 11-11

EPGS Boardgame night: Tue 5-10.

<http://www.alternateu.com>

The Compleat Strategist

580 Shoemaker Road

King of Prussia PA 19406-4205

(610) 265-8562

<http://www.compleatstrategist.com>

Days of Knights

173 East Main Street / P.O. Box 4577

Newark DE 19711

(302) 366-0963

www.daysofknights.com

The Gamer's Realm

Princeton Arms Shopping Center

2025 Old Trenton Road

West Windsor NJ 08550

(609) 426-9339 (New Jersey)

(877) 658-8754 (toll free)

www.gamersrealm.com

The Games Keep

929 South High Street, Parkway Center

West Chester PA 19382

(484) 905-5533 (610) 515-6144

EPGS Second Saturdays Noon – 10 PM

On Military Matters (Military Bookstore)

10% discount to EPGS members

31 West Broad Street

Hopewell NJ 08525

(609) 466-2329 call before visiting

www.onmilitarymatters.com