



Despite a lack of pre-registrations and only five hotel rooms booked for the weekend, we ended up with a nearly perfect field of 28 enthusiasts who walked in the door, paid the higher walk-on rate, and booked hotel rooms. Most players were

on-hand by 1 p.m., and numerous Open Gaming opportunities ensued, with Nappy games dominating. At the 6 p.m. official starting time, and the Greenville contingent safely entrenched, we began play in earnest with nine 3-player games starting in unison. They would be the first volley in a weekend orgy of Napoleonic warfare that would tally 53 official tournament games.

Everyone played at least four official games. Scott Fenn played the most games, with nine official matches in the books, buoyed primarily by five one-turn games on the first night!

The emphasis is on playing as many preliminary games as possible with new players as they become available. The scoring system emphasized quality of wins over quantity of wins. Players earned points for each win and fewer points for second, plus they gained a point for each win by an opponent they had defeated.

2007 Results

- ♣ Kevin Sudy, VA
- ♣ Ed Rothenheber, MD
- ♣ Ken Gutermuth, NC
- ♣ AJ Sudy, VA
- ♣ Fred Schachter, NC
- ♣ Rich Shipley, MD
- † 28



Past Winners

- 2003 – John Emery, SC
- 2004 – John Emery, SC
- 2005 – Ken Gutermuth, TX
- 2006 – Kevin Sudy, VA
- 2007 – Kevin Sudy, VA

These points were retroactive, which gave new sincerity to wishing one's opponents well after beating them! You could lose your next game and watch your score rise on the backs of your former defeated opponents' recent success.

By Sunday morning, 2005 Waterloo champ Ken Gutermuth and Ed Rothenheber were both tied with 27 points and defending champ Kevin Sudy had 25. These three advanced to the Final with a combined 10 wins. The rest of the combatants immediately broke into 4- and 5-player games for more Nappy in another version.

Although they didn't advance, several players had exceptional records. Henry Russell ended the tournament with the most victories (5), Fred Schachter won four out of five games, and Melvin Caselberry, Scott Moll, or Rich Shipley each won three. AJ Sudy certainly could have won an "I wuz robbed" award, because he won all four of his games, but had the misfortune of being unable to end any of them early.

Critics say it's not possible to duplicate history in this game. This year's finalists proved it can be done at the highest levels

of play without relying on incompetent play or errors. Kevin played the French, despite the fact he had the last choice of side. He unleashed an impressive selection of cards and backed it with equally hot dice.

At the end of the game, he played Turning Movement to split the Russian Army Groups and move Napoleon through Smolensk to Borodino. His last card play gave him 5 CPs, which he used to take Moscow from its token defenders and then force march to St Petersburg, taking double attrition in the last two spaces and arriving only with Napoleon himself to battle the token garrison. In a two-day battle, the city fell and Napoleon, after surviving yet another Attrition roll had conquered Russia for an automatic victory.



Ken Gutermuth, NC • ♣ Best French



AJ Sudy, VA • ♣ Best Austro-Russia



Scott Fenn, MD • ♣ Best British



A solid field of 44 players attended WAM 2008, including eight rookie attendees. The top-drawing “events” this year to earn Laurels were *Twilight Struggle, 1960: The Making of the President*, and *Paths of Glory*. As usual, players kept busy between rounds of the laid back schedule by playing in other ad hoc events, with the average player entering 3.5 events over the course of the weekend.

In addition to the top three, players also avidly played their favorites among five other tracks—with *Wilderness War, Hannibal: Rome vs. Carthage, We the People*, and *For the People* holding at numbers similar to last year but unable to break into the wood column, while the *March Madness* pickup event grew in popularity. A handful of other games graced the tables as well, especially as players were

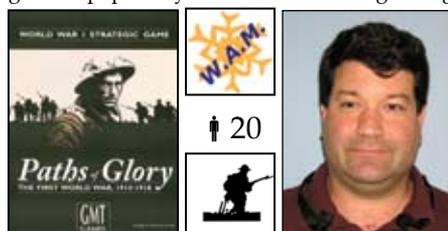
bumped out of their plaque hunts.

In the end, Marvin Birnbaum proved the top Laurel scorer with 68 garnered by a first in *Twilight Struggle* and a second in *1960*. He was followed by Chris Byrd who logged 54 with a first in *1960* and a second in *POG*. Tom Drueding netted 40 for winning *POG* and Stephen Brooks added 37 by scoring in all three.

BPA will host the next Winter Activation Meeting (WAM VII) in Timonium, MD, from Thursday through Sunday, Jan. 22-25, 2009, the weekend before Super Bowl XLIII. The focus of this four-day event is to provide a gaming convention for the two-player historical “card-driven” boardgaming community: players and designers.

An Open Play and “swiss open” format will allow gamers a chance to play a favorite all weekend, or to enter a number of events, even returning to later rounds of events after failed attempts to win the championship in others. The Open Play match-up system features GMs matching players of like records as soon as they have an open time slot to play the game (allowing players to fit short games in between rounds of longer games).

Each participant is asked to pre-register, stating their gaming preferences, in order to assist us in better planning this event. The event is designed for experienced players of these games, but all are welcome. Additional details are available on the boardgamers.org website.



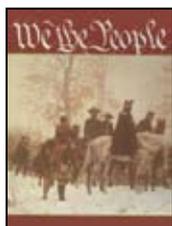
Tom Drueding • MA



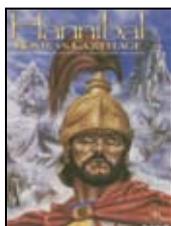
Marvin Birnbaum • NY



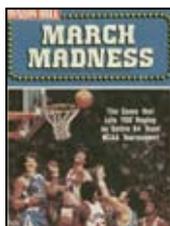
Chris Byrd • CT



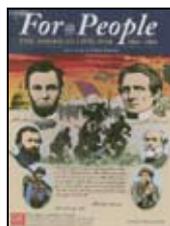
Marvin Birnbaum, NY
10 players



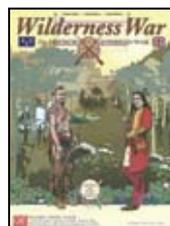
Tim Hall, UT
15 players



Sean McCulloch, OH
14 players



Michael Mitchell, GA
7 players



David Dockter, MN
14 players



Enlightenment XI rebounded from a dismal 2007, with a 63% gain in attendance. Thirty-one players, including five former champs, participated in the *Age of Renaissance* tournament. Enough players stayed the course to

man five boards throughout every round of the event. The sister tournament for *Manifest Destiny* fared nearly as well, with 28 players, including several who played only or primarily *Manifest Destiny* in 17 games.

Age of Renaissance Results

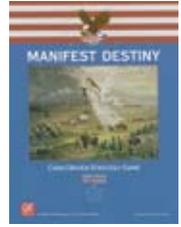
The tournament had 5 six-player games and 16 five-player contests. The first round on Friday evening saw 26 players kick off the weekend in 4 five-player games and a six-player contest. John Coussis won the six-player game and Ken Gutermuth, Bill Crenshaw, Kevin Sudy, and Tedd Mullally took the five-player contests. Ken was one of 10 players to purchase all the advances during the weekend. Kevin won the closest game of the round, by only 30 points. Tedd posted the highest score of the weekend (2778).

In the second round, 31 participants played in 5 five-player and a six-player game. At the winner's table, Kevin Sudy became the early target as the first double winner. Joining Kevin were Chris Byrd at the six-player table, and Carl Damcke, Rob Kircher, and father-son combination Steve and Ted Simmons.

The third round brought 3 six-player games and 2 five-player contests. Steve Simmons won at the winners table to join

Kevin Sudy with a pair of wins. Bill Crenshaw continued his comeback from last year's personal worst by joining the double win fraternity. Entering the winner's circle for the first time were Ewan McNay, Rodd Polsky, and Jeff Mullet.

After three rounds, ten players retained a legitimate chance to win the title. Steve Simmons was the leader in the clubhouse with a three-game score of 282 followed closely by Ken at 279, Bill at 277, and Jeff at 275. Sunday morning brought the final round with 5 five-player games. Greg Stripes, Pierre LeBeouf, and Mark Smith broke into the winner's circle, but the morning belonged to the Simmons clan. Ted got his second victory, while Steve ran his winning streak to three, taking the championship.



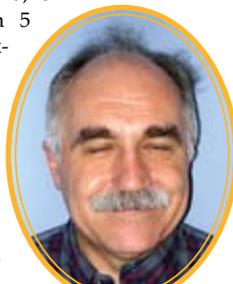
Past Winners

1998 – Bill Crenshaw, VA
 1999 – James Pei, TX
 2000 – Tom Taffe, VA
 2001 – Bill Crenshaw, VA
 2002 – John Coussis, IL
 2003 – Chris Byrd, CT
 2004 – Jeff Mullet, OH
 2005 – Bill Crenshaw, VA
 2006 – Jeff Mullet, OH
 2007 – Ken Gutermuth, TX

Manifest Destiny Results

In the under card, Ewan McNay topped Arthur Field in the last heat to win the *Manifest Destiny* shadow tournament. Ewan (Pennsylvania) and Arthur (Mexico) were neck and neck throughout and the tide turned when Ewan pulled out Most Cities on the final turn, resulting in a 2 VP swing that was the margin of victory.

John Coussis, the other double winner, came in third. In the last round, John beat Jeff Mullet (who tied for first in all three games he played, only to lose the cash tiebreaker), Kathy Stroh (who came in fourth overall) and Bill Crenshaw (5th) in a 30-30-29 VP game, that saw the final two cards (War and Black Tuesday) knock Bill out of first.



2008 AOR Results

♣ Steve Simmons, NJ
 ♠ Kevin Sudy, VA
 ♠ Ted Simmons, NJ
 ♠ Ewan McNay, CT
 ♠ Bill Crenshaw, VA
 ♠ Jeff Mullet, OH
 † 31 📖 1998-2008



2008 MFD Results

♣ Ewan McNay, CT
 ♠ Arthur Field, SC
 ♠ John Coussis, IL
 ♠ Kathy Stroh, DE
 ♠ Bill Crenshaw, VA
 ♠ Shawn Fox
 † 28 📖 2006, 2008



James Pei, VA
For the People • 7



Ron Fedin, PA
Wilderness War • 1



Stefan Mecay, TX
Twilight Struggle • 9



Nick Pei, CA
History of the World • 0

Two-time defending champion **Nest of Spies**, a coalition of Card Driven Wargamers from four different states, justifying their high ranking by the odds makers as the second-highest ranked team, repeated as champions of the 2007 Team Tournament over a field of 78 four-member squads. It was a bad year for the Happy Handicapper. Of his top 25 picks in the field of 78 teams, only 13 (52%) made the Top 25, down 4% from 2006.

They became the first team to win three titles, let alone three in a row, by replacing the absent Dave Dockter with Ron Fedin who contributed the crucial winning point for his 5th place Laurels in *Wilderness War*. The team also got their customary seven points from James Pei who won *For The People* for the seventh straight year and nine points from Stefan Mecay repeating as champion of *Twilight Struggle*. The latter has become a megaforce to be reckoned with at WBC in only his second year of attendance.

Scoring was inexplicably down for the entire tournament despite the first-ever inclusion of bonus points awarded for scoring in any event not previously won. That wasn't the fault of **Those Other Guys** who finished in a dead heat for the lead thanks to four bonus points awarded across the board as all four team members scored in games they had not previously won. The 17-all deadlock was broken by the Total Players tie-breaker with Nest of Spies prevailing 170-161.

Those Other Guys could have also prevailed had three fewer players competed in the *Twilight Struggle* tournament, making that event worth eight points instead of nine. If you told me that Nest of Spies had to win a Total Players tie-breaker with a predominantly Euros team, I

wouldn't have given a nickle for their chances. Still, not bad for a 111-1 shot.

The year's biggest over-achievers were the **Fallen Angels** who overcame 1900-1 odds to finish seventh and gain some respect from the odds makers behind 10 points from Chris Johnson for *Ingenius* and three points by Dan Eppolito for *Saint Petersburg*. Two teams joined Those Other Guys with depth in the form of all four members scoring: **Band of Fools** which finished 12th with 12 points and **Old Guard** which ranked 18th with 10 points. The other side of that coin saw 23 teams shutout. The highest ranked squad to earn nothing but goose eggs was the **Ghosts** team at 43-1.

The **Perfect Storm** team won the Misery Loves Company title with 516 entrants for an average of 129 entrants per event. On the opposite end of the scale, claiming the Big Fish in the Small Pond category was **Pseudoconscripts** whose 92 total entrants averaged only 23 players per event. Big or small, didn't make much difference as both finished out of the money.

The most frequently named choice for the Team Tournament was *Carcassonne* which was the selection of seven of the 312 players in the tournament. In all, 118 of our 147 events were selected by someone with *Queen's Gambit*, *Robo Rally*, *Settlers of Catan*, *Wilderness War*, *Lost Cities* and *El Grande* all tying for second with six each.

For 2008, four players may pre-register as a team by specifying a team name, team members, and a team game for each member. Any aspect of a team may change prior to July 21. No changes may be submitted after that time. **A bonus point will be awarded to anyone who earns team points in an event that they have previously not won.** The team that gains the most points is the winner.



Raphael Lehrer, in only his second year at WBC, dominated Euro events (*Puerto Rico, Pillars of the Earth, and Tara*) and claimed Caesar by topping all players with 170 Laurels in the 2007 season. Tying for second were Stefan Mecay and past Caesar James Pei with 150 Laurels.

Raphael had 34 Laurels coming into WBC from his play at Euro Quest, but trailed favorite Chris Byrd by a wide margin as Chris had banked 102 Laurels at mini-cons and email tournaments during the year prior to WBC. But Raphael had a great week, winning three events outright and placing in three more to handily win the Consul Award also for most Laurels at WBC.

Rounding out the top six BPA competitors for 2007 were Chris Byrd, Harald Henning and Ken Gutermuth in that order. Only six of last year's Top 25 players managed to repeat in 2007, led by Mecay who rose from tenth to second. Byrd, Bruce Reiff, Ken Gutermuth, Tom Browne and Keith Wixson all managed to retain Top 25 status another year also while 19 new faces graced the leader board.

Commencing in 2002, the Caesar Award became the crowning achievement of BPA's many competitions. This honor goes to the player who accumulates the most Laurels over the course of the BPA year (including the pre-WBC weekend, mini-cons and PBeM events), as measured from one WBC to the next.

Laurels are earned for each of the top six places in every event offered. The level of points earned for a given event are directly related to the event's length and field size.

Thus, bigger and longer events offer more Laurels.

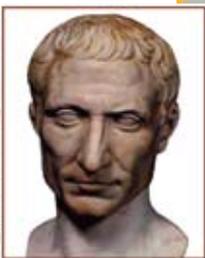
WBC events, whether Century or Trial, mini-con, or PBeM all count in determining the BPA's top annual competitor and no matter what the genre, all are weighted fairly using Laurels.

Every member is automatically entered into this championship hunt.

The more you play, the more chances you have to score. Scoring is automatic and requires no extra effort by either GM or player. Laurels are awarded by multiplying the player hours category times the finish rank value to yield Laurels earned. Recent and total Laurels are displayed on your badge.

Our Consul award goes to the player who earns the most Laurels at WBC. No Consul was awarded for 2007 because Raphael Lehrer swept both the six days of WBC and the tournaments during the rest of the year. Raphael had a 12-Laurel edge over Bert Schoose.

CAESAR



Past Caesars

2002	Marvin Birnbaum, NY	146
2003	Nick Benedict, CA	113
2004	James Pei, VA	293
2005	Arthur Field, SC	224
2006	Jeff Mullet, OH	166
2007	Raphael Lehrer, MD	170

Stefan Mecay, TX	James Pei, VA	Chris Byrd, CT	Harald Henning, CT	Ken Gutermuth, TX
150	150	134	133	127

- The 2007 Caesar Line of Succession -



WBC exists as a result of the efforts of dedicated volunteers serving as GMs. They keep their motives pure by refusing remuneration and are some of the first dues-paying members. Every year we select one GM to single out as WBC's GM of the Year. This GM is awarded a free room for the five days of WBC.

The selection process allows players to nominate their favorite GM. The Convention Director reviews the recommendations of the players and then nominates 12 GMs of Century events for the honor. Each member of the Board of Directors—armed with the Convention Director's detailed recommendations—then casts a weighted vote for each of the nominees ranging from 12 points (most worthy) down to 1 point (least worthy) based on criteria that include size of event, suitability of event format, prompt submission of required paperwork, firmness and fairness, player comments/complaints, scheduling cooperation, bonus services above and beyond the call (newsletters, extra prizes, supporting AREA, etc.), length or quantity of service (running multiple events), and degree of difficulty. GMs may score a maximum of 96 points and a minimum of 12.

We are pleased to award the Best GM honor for 2007 to Ivan Lawson with a record score of 87 based on three 1sts, two 2nds, two 3rds, and a 4th. Overall, scores ranged from Ivan's 87 to a low of 18. Ivan finished third in the voting last year in only his second year as a GM, impressing the Board with the degree of preparation and organization he brought to an event that is hard to administer due to its sheer size. This year there were 171 players, with 92 of them showing up for the first Heat.

Lost Cities has nearly tripled its attendance since he implemented a four-heat format in 2005.

Beyond the numbers, Ivan's task as GM was made more difficult by official MESE tie-breakers that were not intended for large two-player events, but he has soldiered on without complaint.

Every nominee scored at least as high as 6th and as low as 9th with the Board splitting its votes in a wide cross-section based on the importance each member gave the various categories. The Board's eight first-place votes were split among the top three nominees.

Finishing second in the voting with half of those first place votes was Ed Beach who garnered a score of 84 for hosting his design *Here I Stand*, in addition to taking his usual turn in the Junior's room.

Finishing in third with 75 points was Eric Brosius whose handling of the *Princess of Florence* event has always been top rate and accompanied by a well-crafted event report and convention review. Rounding out the top half of our nominees were Ellen Hoam (*Mystery of the Abbey*) with a score of 60 forged on the backs of her cleverly attired monks, Jim Jordan (*Britannia*) at 56, and Kathy Stroh whose annual turn in the Juniors room was augmented by one of our largest events (*Power Grid*) with a score of 49.

Well done all. Our sincere thanks to you and all others like you who try to make WBC a little more special every year.

If you encounter an exemplary GM that you would like to recommend for consideration as GM of the Year, provide feedback about his or her performance to the registration desk, via e-mail to cd@boardgamers.org or via mail to 1541 Redfield Rd, Bel Air, MD 21015. Do not leave GM evaluations with the kiosk.



Past Winners

- 1991 – Russ Gifford, NE – ASL
- 1992 – Jim Burnett, TN – WPS
- 1993 – Glenn Petroski, WI – VIP
- 1994 – John Ellmann, MD – MMS
- 1995 – Ken Lee, PA – GCA
- 1996 – David Terry, MD – B-17
- 1997 – Will Wible, VA – ROR
- 1998 – Bruce Monnin, OH – WAS
- 1999 – Bruno Wolff, WI – TTN
- 2000 – Vince Meconi, DE – WAS
- 2001 – David Terry, MD – B17
- 2002 – John Jacoby, VA – CMS
- 2003 – Chuck Foster, TX – EPB
- 2004 – John Coussis, IL – ACS
- 2005 – John Sharp, FL – VIP
- 2006 – Don Chappell, TX – WTP
- 2007 – Ivan Lawson, MD – LST



The third and final leg in the BPA Triple Crown is its Sportsmanship Award. Coupled with the Caesar for prowess on the gameboard and our GM of the Year which honors those who sacrifice their time to make the events possible, the Sportsmanship winner completes our virtual Hall of Fame by reminding us that there is no fun to be had with these games without an affable and enjoyable opponent with which to cross vicarious swords.

While some get caught up in the quest for “wood,” our Sportsman of the Year always subscribes to a higher standard... a shining example of sportsmanship that we should all aspire to. These folks are the ones that make it all bearable for our GMs and contribute most to the “club” atmosphere of the convention. Their shining example contributes to the remarkable esprit de corps and camaraderie for which the WBC has always been noted by those in the know.

There are those who liken the Sportsmanship vote to a popularity contest. If that's so, there's little doubt remaining who is WBC's sweetheart after this year's vote. It seems like just yesterday that this young lady made hobby headlines by being the first person to win four tournaments at one WBC. The enthusiastic teenager showed us old folks how it was done on the gameboard at the ripe old age of 14, and apparently she made an impression, because this year's voting was the most lop-sided in the history of the award. Rebecca Hebner received 73 of the 267 votes cast to garner 27% of the total vote among the 17 nominees.

Runner-up Bruce Wigdor followed with 16% of the vote. Rounding out the top six finalists were Andrew Chitwood, William Cooper, Tedd Mullally and Greg Smith. In a year when

another woman is making political history in presidential politics, Rebecca showed that being the lone representative of her gender is not a disadvantage in an election.



The Stanford junior was nominated for leaving her event to fill in for an absent GM in the Junior's room. Although jeered by her peers for being such a soft touch, she'll be the one laughing this summer as she takes in WBC from the comfort of her free room courtesy of the BPA. Thanks, Rebecca for being such a good citizen. We believe the Sportsmanship Award is our most important plaque.

GMs nominate players who demonstrate outstanding sportsmanship in their respective tournaments to be part of the pool of players eligible for the award. Players may also be nominated by other players in a tournament.

If you encounter an example of outstanding sportsmanship that you would like to recognize, provide details to cd@boardgamers.org or via mail to 1541 Redfield Rd, Bel Air, MD 21015.

Everyone has a different sense of what constitutes sportsmanship. Keep in mind that the object of a tournament is to win. When nominees are selected because they do not put their own best interests ahead of helping others, it puts mere mortals on the horns of a dilemma. Just how much are we expected to help our oppo-

nents in a tournament? And does that make me a bad person if I fail to correct an opponent's error rather than take advantage of it? Nominations are not accepted for individuals who concede a victory to allow a beaten opponent to continue in their place, as it is contrary to the purpose of a tournament and is grossly unfair to participants of the event who had to win their right to advance.

Past Winners

Chuck Stapp, NJ – 1992
 Tiger Von Pagel, FL – 1993
 Rob Kilroy, PA – 1994
 Ian Lange, AE – 1995
 Jim Matt, MI – 1996
 Ed Connery, NJ – 1997
 Frank Sinigaglio, NJ – 1999
 Robert Sacks, NY – 2000
 Bret Hildebran, OH – 2001
 Kaarin Engelmann, VA – 2002
 James Jordan, MD – 2003
 Steve Okonski, MD – 2004
 Bruno Sinigaglio, AK – 2005
 Phil Barcafer, PA – 2006
 Rebecca Hebner, CO – 2007