

# State of Play, Rules, Sportsmanship

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Post Date: July 19, 1999

Well Bann fans, I was GOA of WAR then started over became GOA of Spring, retired and now am GOA again (unless GenPyle passed me as of this posting). I can honestly say that this achievement means more to me than the previous rankings of GOA because I know that the player depth now is so much better than it was back in March. I am gonna use this podium this time not to preach strategy like last time ( I will do that as the guest speaker for Axis at the convention). I am instead gonna talk about the state of play, rules and sportsmanship in the club.

Folks this is a game. Although I understand wanting to improve your rating in an effort to rise in the rankings, I cannot understand the mentality that seems to prevail from many out there to get a win any way they can ...ie by being in a hurry to post no shows or drag a 2 hour game out to 7 hours by forcing the allies to gain the ipc win when there is no hope for the axis anymore. Now I am not saying that you should rush to surrender or if your opponent bails a bad situation that you shouldn't post the win. But it seems thru match arbitration that it is the way many out there TRY to win.

Next item for discussion is the bid question. I agree with Robertbrink that the bids are rising and should. That is leading to a very serious dilemma. Once the axis get a bid of 6 units or more the Allies face the danger of losing the game by a Kill Karelia strategy. This totally unbalances the game. While I agree that 6 or 7 units is an even game for the most part it can easily lead to a much lesser player stacking ukraine or EE and then just using an attack on kar and getting just a little over par on the dice and beating a much better player. The answer is not as simple as saying well then don't give 6 units because then the allies are at a much greater advantage because more often than not for the germans to gain enuff in africa to prevent counterattacks by uk they usually cant attack both uk BB on turn 1 because of the 2 hit rule. This then leads to a UK build of 3 transports which can then take EE on turn 2 or 3 thereby ending the game barring terrible allied dice. I see no way with the current rules to balance the game with the bids. I therefore urge all spring members to vote to end the 2 hit bb rule and go to 1 hit bb with spring which would lower the bids by one unit and make the game much more balanced and less dependent on big dice. That is all for now. I promise my next GOA corner to be less serious, more fun and more strategy. Assuming of course that I ever attain this rank again.

Sincerely,

BannSidhe

General of the Army

Spring1942