

**Indy Squadron Dispatch**

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**GRAHAM DOWNS CODY TO NAB INDY TITLE**

**Scott Campbell Doubles for Second  
Defending Champ Scott Jones a No-Show**

November 17, 2001, Greenwood, IN, Lee's Inn conference room: The longest championship game in Indy Squadron history was worth the wait for Graham Shepfer, the 1998 Indy champion, who took home this year's Victory Medal after an unprecedented 20 games turns in the title matchup. Eleven players participated in this year's Armistice Day Fits Tournament:

<b>2001 Armistice Day Fits Tournament</b>	
<b>Allies</b>	
Kevin Richeson	Sopwith Dolphin
Dory Oda	Sopwith Dolphin
Scott Campbell	Sopwith Camel 150
Graham Shepfer	Sopwith Camel 150
Barton Stano	Sopwith Camel 150
<b>Germans</b>	
Cody Richeson	Fokker Drl
Stephen Skinner	Fokker Drl
Stephen Dale Skinner	Fokker Drl
Jim Delp	Fokker DVII 185
Alice Skinner	Fokker DVII 185
Rick Lacy	Fokker DVII 185

The notable absence of Scott Jones made this the first championship in Indy Squadron history where the reigning champion failed to show up and defend his title. He was justifiably "booed" by all participants.

Stephen Dale and Jim started the game with some nifty defensive maneuvering, forming a box that Bart tried to attack. Stephen Dale defended Jim's tail with a seven-hit head-on burst, most of which went into Bart's engine. Cody then hit Bart with a bottom burst to give Bart a total of five engine hits, which forced him to leave the tourney box and escape the game to salvage his pilot's life. Stephen tried to get in one final top shot as Bart fled, only to jam up his guns... he would spend the rest of the game fighting jams and never be a factor in the championship.

Not only did Stephen Dale lose his chance at a kill over Bart, he also got plugged by Scott Campbell's Camel. Stephen Dale's Drl suffered a critical hit, which prevented any climbing for the rest of the game and took him out of contention as well. 7 turns in, the game seemed as slow and monotonous as any championship game in our 13-year history, prompting Scott to observe, "This is lame."

Within moments, the action picked up with a double attack on Rick's DVII. Graham hit Rick's pilot with a light wound and Scott caused his engine to explode on the same turn. Even before Rick's flaming chunk of an airplane could hit the ground, Kevin, Dory and Scott triple attacked Alice's DVII. Her left wing was sawed off and her parachute failed when she rolled an "81" against an 80% chance to float harmlessly to the ground. So with 2 of the 3 DVII's shot down, 1 Camel

forced to escape and a Drl and a Camel severely damaged, the game entered it's final phase with Scott, Dory, Kevin and Graham all still in contention.

Scott and Jim escaped the game; Scott being severely damaged and believing (with good reason) that his point total might be good enough for the championship. Graham tried to escape but was chased down by Stephen Dale's non-climbing Drl, which drew Stephen, Kevin and Cody down into the lower level fighting. Stephen was quickly – and fatally shot down – over the front. Dory took the opportunity to escape after having been shot up by Cody and Alice. She crash-landed at home but survived.

The eleven-plane field was down to four: Kevin, Cody, Stephen and Graham. Kevin's battered Dolphin was the first to go down, landing in No Man's Land. His pilot jumped out and what promptly shot by a German sniper. Critically wounded, he crawled back to Allied lines and miraculously made a full recovery. Cody's Triplane, already smoking and critically damaged, had its engine quit when Graham scored a 9-hit, point blank range mega-burst from 50 feet to secure the championship. This gave Graham his only kill, but it was a 30-point solo victory, with another 84 points scored on shooting alone. Congratulations to our new champion! Graham ('98, '01) joins Stephen ('89, '91, '97, '99) and Dory ('94, '95, '96) as the only multiple champions in squadron history.

The final scores are listed, along with the fate of the pilot:

<b>2001 Armistice Day Final Results</b>			
Graham Shepfer	Camel 150	Survived	133
Scott Campbell	Camel 150	Survived	117
Kevin Richeson	Dolphin	Shot down, OK	96
Cody Richeson	Fokker Drl	Shot down, KIA	94
Dory Oda	Dolphin	Crash land, OK	86
Alice Skinner	Fokker DVII	Shot down, KIA	56
Rick Lacy	Fokker DVII	Shot down, KIA	50
Stephen Skinner	Fokker Drl	Survived	39
Jim Delp	Fokker DVII	Survived	37
Stephen Dale Skinner	Fokker Drl	Shot down, KIA	30
Barton Stano	Camel 150	Survived	15

## **The Lost Battalion**

October 5, 1918

by Barton Stano

### **Historical Background**

US battalion advancing in a rolling wooded area was completely cut off by the German army. October 5<sup>th</sup> 1918 was the fourth day they had been cut off and supplies were running low. Brave American DH-4's tried a supply drop. In this action a DH-4 was shot down by ground fire and its crew killed, they were later awarded the Medal of Honor.

### **Player Setup and Game Rules**

The game will be played with hidden damage. Sixteen-card tailing, and all German pilots may roll for parachutes. Table talk penalty will be adding one to the next to hit roll. Dense troop concentration, no clouds and no wind. The front is 150 squares from the Allied edge of the table and is 20 squares wide. German forward airfield is 25 squares from German side of the board; home airfield is 100 squares from German edge of the board. The Allied home field is 100 squares from the front; emergency field is only 30 squares from the front. American observers CANNOT fire at the same target as their pilot. Two or more pilots/observers sharing a kill will have to cut cards for credit. Critically wounded crew members are incapacitated on a roll of a 1 on a D6. Crew members get two escape chances, one at time of capture and one at the POW camp. Any player can play an experienced pilot/observer with all bonuses.

Each German player rolls a D6 to determine his/her aircraft. On a roll of 1-2: Fokker D.VII (hp), 3: Fokker D.VII (hp), 4-6 Pfalz D.XII. Germans only have 30 points per gun due to ammo shortages.

The American commander will determine the mix of aircraft between DH-4a's and the SPAD X.III. At least two DH-4a aircraft must be selected. The American commander must fly a DH-4a. The Americans also have 4 flares for the commander.

Allied side will outnumber the Germans. American aircraft setup on their board edge before the Germans. American starting speed is 60 mph and starting altitude is 1,200'. German starting speed is 80 mph and starting altitude is 1,800'. Four MG's, 2 AA guns, and two dummy counters were setup by the German player.

### **Friendly Supply Drop Rules:**

Two supply canisters (classed as bomb type F) are carried and dropped (one per turn) at 400' or less by the observer. Roll once for the contents of each canister (d10): 1-5 Ammunition; 6 Maps / orders; 7-9 Food; 0 Carrier pigeons. Planes carrying supplies are considered loaded and take penalties as if they are loaded with bombs. The turn before dropping, the flight leader (the ranking observer of all present) must identify the troops on the ground during an initial flyover. If this is done at 50', the chance of successful identification is 40% for the cut off troops; at 100' the chance is only 30% (add 10% if the observer is experienced). A flare would then be used to mark the drop zone. The supply aircraft must drop the supplies on this square and this is resolved as if it is a bomb drop. Supplies dropping in a square adjacent to the

### **Victory Conditions:**

Germans automatically win if they shot down over half of the DH-4's. The Americans automatically win if a Medal or Honor is awarded, or over 75% of the bundles are successfully delivered to the trapped American troops. If both/neither sides qualify to automatically win then

points are used to determine the winning side. Points will determine the individual winner. If a side automatically wins it will get to add 20 points to each player's score.

The Lost Battalion				
Player/Pilot	Plane	Nationality	Result	Score
Stephen Skinner Lt. Bartholomus Bockhaus (8/2)	Fokker DVII 185	German	Survived 2 ½ kills	169
Kevin Richeson Zane Ferplunk (4/1)	Pfalz DXII	German	Shot down, KIA ½ kill	70
Cody Richeson Rookie (0/0)	DH-4a	American	Shot down Crew survived	48
Stephen Dale Skinner Rookie (0/0)	SPAD XIII	American	Shot down, KIA	18
Rick Lacy Rookie (0/0)	SPAD XIII	American	Shot down, wounded, survived	10
Barton Stano 2Lt. Ron Hugh (0/0) Lt. Murray Davidson (0/0)	DH-4a	American	Shot down, crew survived	10
<b>German team score</b>				<b>239</b>
<b>Allied team score</b>				<b>86</b>

#### Turn 1

American pilots first turn stayed at 1,200' and moved to the target and the Germans who had to move first stayed near 2,000'.

#### Turn 2

The battle starts! All planes clustered at about 1,000', with the DH-4a's proceeding to target at agonizingly slow 60mph. Barton's observer took a 400' opportunity side shot on Kevin, missed (Bart's only attack in the entire game). Cody's observer took an opportunity shot this turn. The Germans both attacked the SPADs. Stephen Dale got a shot this time. Stephen was heard to say that "plan A is working".

#### Turn 3

The battle moved to under 500'. Kevin and Stephen attacked Stephen Dale's SPAD and they both hit him hard. Kevin's Pfalz pilot hit did a pilot hit, doing a fatal chest hit, OUCH! Rick was unable to help the American cause this turn. The DH-4a's dove to the deck. Barton's aircraft (at only 50') took deadly accurate German ground MG fire. Barton's DH-4a Liberty engine started to emit smoke and a engine 5/5 critical hit (luckily he rolled no effect and not an engine stoppage). Barton's observer tried to find the trapped American troops, but no luck. Things were not going well for the USAS.

#### Turn 4

Stephen Dale's SPAD went out of control and crashed. Kevin's Pfalz closed for what seemed to be a easy 50' top shot on Barton's DH-4a. He missed, things were looking up for the Americans. Rick's aircraft took a beating from Stephen. Rick's SPAD started to trail smoke and the plane was in deep trouble. Cody's DH-4 took ground MG fire and he started to trail smoke. At this point all of the American planes were trailing smoke. Barton's observer even from 50' still could not find the trapped troops.

#### Turn 5

All of the German ground MGs miss Barton. Cody's observer took an opportunity head-on shot on Kevin and his Pfalz explodes! Kevin's pilot did not make his miracle survival roll. Stephen attacks Cody's DH-4a. Barton's observer finally finds the trapped troops and fires a signal flare. Rick's SPAD lands on good ground. He was not able to quickly link up with friendly forces and the Germans troops shot him (light wound). Rick's pilot did eventually manage to get to a pocket of US troops. Rick did no damage to German aircraft in the entire game.

#### Turn 6

The smoking DH-4a's are now completely exposed. Barton's observer successfully drops a bundle of rifle bullets to the American troops. The ground MG did not fire this turn due to the Germans being so close to the Americans. Stephen attacked Cody's DH-4a from the side. Barton's DH-4a takes a single hf from ground troops. The hit was in the engine (the 4<sup>th</sup> hit) and caused a critical. Barton's DH-4 prop stops and he now is gliding at 50' altitude.

#### Turn 7

Barton's pilot attempted to land. The DH-4a still loaded, with a severe shortage of altitude crashed into shelled ground. Barton's crew survived a end over end crash and was able to reach nearby US troops. Cody decides to stay in the fight, a brave move. Stephen's Fokker did a side attack on Cody's DH-4a after carefully maneuvering to avoid counter-fire. Cody's Liberty engine dies and the prop stops (another engine critical hit). Gliding from 50' is not fun.

#### Turn 8

Cody's fully loaded DH-4a crashes and loses its landing gear. The crew survived the crash and avoided German troops to get the isolated American troops.

The German automatically won due to downing more than half of the DH-4a's. Cody got a kill (Kevin) the only bright spot for the Allies. Kevin got a kill (Stephen Dale) and did significant damage to the Allied planes. Stephen lost the card cut for the kill on Stephen Dale so he got a double kill (shooting down Cody and Rick) and did not get ace-hood. His pilot was put up for Military Merit Order, but the "brains" at HQ denied the request.