

# BEN AND KEN SWEEP ARMISTICE DAY

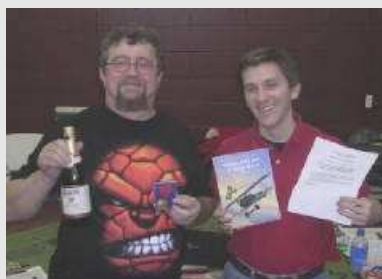
## Ben Takes Tournament Ken Nabs Squadron Crown Tourney Ends in Controversy

In what was expected to be a “down” year, a strong contingent of eleven players showed up at the Gamerz gaming club in Greenwood, Indiana on November 12<sup>th</sup> for the seventeenth annual installment of the Indy Squadron’s title event, the Armistice Day Fits Tournament. When the smoke cleared after an unusually long game that generated tremendous controversy, Ben Hodgson and Ken Mrozak were left standing with the highest scores at the table.

The webmaster would like to apologize, especially to Ken and Ben, for the lateness of this issue which was delayed by two weeks of near constant travel all over the country. Although we try very hard to provide near-instant coverage of our main events, it was simply impossible to post this in a timely manner. I hope the delay in posting this issue does not detract from the honors that they earned on game day.

The odd number of players made the choosing of sides critical, as one side was certain to enjoy an advantage. After rolling percentiles for choice, here’s how the game stacked up (those who do not game at Indy should be aware that Stephen [father] and Stephen Dale [son] are different players; they are referred to as “Stephen” and “Stephen Dale” consistently throughout this article):

German	Plane	British	Plane
Stephen Dale Skinner	Alb DVa	Wayne Richeson	N.17
Evan Lacy	Alb D	Dory Oda	SE 5
Scott Jones	Rol DVla	Rick Lacy	SE 5
Kevin Richeson	Pfalz DIII	Richard Kapustanczek	Sop Tripe
Stephen Skinner	Rol DVla	Ben Hodgson	Sop Tripe
		Ken Mrozak	Sop Tripe



Ken (L) and Ben show off their hardware

2005 Armistice Day Fits Tournament			
Gamerz gaming club November 12, 2005			
Ben Hodgson*	British	Sopwith Triplane	129
Ken Mrozak*	British	Sopwith Triplane	119
Rick Lacy	British	SE 5	109
Wayne Richeson	British	Nieuport 17	99
Rich Kapastanczek*	British	Sopwith Triplane	91
Evan Lacy	German	Albatros DV	65
Scott Jones	German	Roland DVla	62
Dory Oda	British	SE 5	53
Stephen Dale Skinner	German	Albatros DVa	33
Stephen Skinner	German	Roland DVla	26
Kevin Richeson	German	Pfalz DIII	12

The ugliness of this game was astonishing from the outset. Already outnumbered, the Germans absolutely could not muster a single die roll when they needed one, especially on initiative numbers. They were badly outrolled from the beginning, with the primary victim being Kevin Richeson.

Kevin's Pfalz DIII moved first in Turn 1, promptly getting double attacked and taking a fuel pump hit from defending Indy champion Wayne Richeson. This further crippled the German team because in order to keep his engine running, Kevin could only fire his guns every other turn, alternately working his plane's manual pump to keep fuel flowing to the Mercedes engine. So thanks to Wayne's sharp shooting, the Germans were now four guns short of firepower compared to the Allies every second turn.

Things got worse when Evan's Albatros could only manage a 400 foot miss, Stephen Dale's Alb moved early in the turn and soaked up 14 hits from a double attack, and Stephen's Roland pilot worked feverishly for a 50 foot tail shot on Rick only to miss. If the Germans weren't in trouble before the game started, they certainly were after the first turn.

On the second turn the snowball continued rolling downhill. The Allied team took brilliant advantage of good initiative numbers and skillfully doubled their attacks whenever possible. Stephen Dale was top attacked by Dory's SE 5 while Ken's Sopwith Triplane fired from the tail. The elder Skinner was certain that another German mishap would be catastrophic for the team and took desperate measures to keep the already-pounded Stephen Dale in the fight. He flew his Roland in for a top attack on Dory's nose-down SE 5, offering her an uncontested head-on shot with her Lewis gun. She took it, but managed only a single hit in Stephen's engine. Better yet, Ken's tail shot was a clean miss meaning that Stephen Dale's Albatros escaped any more serious damage... for the moment.

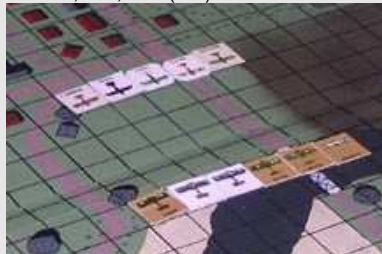
Turn 2 was not so kind to 2003 squadron champ Kevin Richeson, whose Pfalz DIII was once again double attacked by the strategy-minded Allies. He soaked up another pile of lead and was seen checking his damage charts for several minutes after the turn ended.

By Turn 3, the desperate situation of the Germans was becoming evident to everyone, even the Allies who couldn't see the German damage sheets. Sensing the urgency of the situation, 2000 Indy titlist Scott Jones summoned his 18 years of game experience and flew his Roland DV1a prototype in for a head-on shot at Ken Mrozak's Sopwith Triplane. Scott only managed to

*\*Sopwith Triplanes were equipped with twin Vickers guns*



Ben, Ken, Rick (L-R) toast the winners



The high water mark for the Germans... just before dice rolled in Turn 1



Rich (L) limped home wounded and smoking... Stephen went down with a dead engine



(L-R) Wayne, Ben, Ken nailed down 3 of the top 4 positions

(Continued from previous column)

Without a unanimous vote to terminate, Dory correctly pointed out that the game had to continue. Although they had already voted to end the game, Wayne, Rick and Ben were forced to stay to have any hope of protecting the points they had earned. To leave before Evan's murder was complete would default the points to other players and virtually eliminate

score two hit factors, not enough to turn the game in the Germans' favor. Once again Kevin had to move before all the Allied planes and once again he was rewarded with a boatload of hits. The engine of his Pfalz DIII began to bleed smoke.

On Turn 4, Kevin moved first - yet again - and the real carnage began. Incredibly, Kevin had moved before every Allied airplane on every turn of the game. Still inside the tourney box, Kevin had nowhere to hide and was targeted by three attackers. Wayne popped him for seven hits, Ben's Sopwith unloaded a massive burst for nine more and Ken donated another three bullets, one of them finding its mark in the German's left shoulder. Kevin's engine took its sixth, seventh and eighth hits and it stopped dead in the sky. He had absorbed some 42 total hits and his wound turned out to be critical. His pilot, Franz Ferplunk (last of the famed Ferplunk brothers), glided down to a road behind German lines but could not remain conscious long enough to land. He was killed in the ensuing end over end crash as the game's first casualty. To make things even more interesting, the credit for his kill was split among three Allied pilots with Wayne, Ben and Ken all receiving an equal thirteen-point share.

On Turn 5, Stephen rolled some sad numbers and was quickly attacked by both Rick and three-time Indy champion Dory Oda. Dory's tail shot resulted in a left wing critical hit, but the real damage was done by Rick's fire which gave the Roland its second engine hit. Stephen rolled an 07 on percentile dice for an engine critical that turned out to be a propeller hit... game, set, match. His hopes for a record-breaking sixth Indy squadron championship dashed, Stephen managed to deadstick his Roland behind German lines and save his pilot. Combined with his good shooting, this kill made Rick a favorite for his first-ever Indy title.

Stephen Dale's turn was little better as his Albatros was plugged yet again, this time locking his fighter into a right bank maneuver that would shortly culminate in the death of another wingman.

Evan, Scott and Stephen Dale were now outnumbered six to three and in dire straits. Desperate people do desperate things, and Scott chose another head-on attack, this time against Rich. Wayne and Ken joined in on the return attack but there was no such help available for Scott. Evan couldn't reach the exchange in time to help, and Stephen Dale (the only other German still in the sky) was stuck in a right bank and couldn't get to his wingman to render assistance. Scott turned in a valiant effort but it wasn't enough. His eight-hit burst merely smoked Rich's engine, while Scott took hits from every one of his attackers. Rich returned the favor with eight hits head-on, Wayne score four more and

any chance they had at the squadron title.

Dory played another few turns but eventually tired of the abomination and escaped. With Kevin's help, Evan managed to give his father, Rick, a critical hit and even wounded Rich's pilot, but in the end it only served to prolong the embarrassment. Finally, to everyone's relief, Evan outrolled the Allies and had the good judgement to escape and save his own life. It was too late to save the game's scoring, but Indy's proud championship finally came to a merciful and overdue end.

Card cuts were held after the hostilities and Wayne scored a double kill, getting pilot roster victory credit for both Kevin and Scott. Ken won the cut for Stephen Dale's fleeing Albatros, Rick beat out Dory for credit on Stephen's gliding Roland, and since Evan escaped, some Allied pilot was spared the humiliation of filing a "victory" report.

When the scores were tallied, Ben Hodgson and Ken Mrozak split the honors. Ben was not eligible for the 2005 squadron championship since he had not played a game in 2005 with the squadron, however, he hauled away a load of goodies for his remarkable performance. He earned the title of Armistice Day Fits Tournament Champion, he is automatically inducted into the Armistice Day Fits Tournament Hall of Fame, he will receive a free pass to Gen Con 2006 courtesy of George Henion and the Indy Squadron, and he received a copy of Osprey Publications' new book on the Fokker aces of World War I, courtesy of Mike Carr, the Fits Society and the Indy Squadron. Ben was a tremendously good sport and played a brilliant game.

Ken, who placed second overall but was the highest finisher among those who gamed with Indy in 2005, didn't do too badly either. Ken Mrozak is the 2005 Indy Squadron champion and becomes the tenth holder of Indy's

Ken added another five. Mercifully, Scott's plane exploded instantly in a brilliant fireball, thus saving him the inconvenience of riding his riddled plane into the ground in a nasty crash. Scott played an exceptional game against impossible odds and did everything in his power to save his team. He was the German points leader at the time his pilot bravely perished. Three players were awarded another three-way points split for the kill, meaning that Rick remained the favorite for the Victory Medal.

A few more painful turns passed before Stephen Dale finally repaired his ailing plane's right bank. By this time, three of the six Germans had closed in on his tail and commenced firing. Unable to dive away because of a fabric tear in his wings, Stephen Dale suffered through another attack with Ben firing from above, Rick from below and Ken on his tail. His Albatros lost both wings on the following turn producing yet another three-way points split. His pilot survived the fall but was captured for the duration.

This left the entire flight of six Allied airplanes against eight-year-old Evan's lone Albatros. Evan will certainly grow into a brilliant Dawn Patrol player, but his current level of experience didn't allow him to maneuver his plane as well as he would have wished and he was coached through much of the game by a patient and helpful Kevin. To make matters worse, the Allies were loaded with experienced players including several Masters players, Society Open champions and Indy Squadron veterans and Armistice Day Tourney champions. Evan, who had no extensive pilot roster to consider, had more courage and bravery than any pilot could possibly survive. He refused to leave combat under any circumstances.

The game was clearly coming to its natural end and the situation was too ridiculous to continue, so eight of the eleven players present voted to end the game rather than skew the outcome of the Indy Squadron's premier event with a child-murdering contest. Evan refused to leave so long as one of the hated enemies remained in the sky, and Ken and Rich insisted on continuing in order to see who could get credit for Evan's slaughter.

(Continued, next column)

---

most coveted prize, the Victory Medal. As champion he will also receive an automatic invitation to the 2006 Master's Tournament as well as an automatic induction into the Armistice Day Fits Tourney Hall of Fame.

Thanks are due to a number of folks who helped out at this year's tournament. Mike Carr donated the Fokker aces book from the Society's library, for which we are very grateful. Thanks to Scott Campbell for donating his beautiful gaming board to the squadron upon his departure to Wichita; we played the Tournament on this board and it is expected to live a long and happy life at Indy hereafter. Scott Jones also went the extra mile by taking photos of the event and leaving his digital camera with us after his departure, without which we would have no photos of this year's winners. And thanks to Rich Kapustanczek for participating as a guest after driving nearly five hours to make the game.

Despite the controversial end, Indy has much to be proud of in this year's tournament. Even in a "down" year the squadron had an eleven player turnout for its title event in a day when most squadrons struggle to get four. We remain the most active unit in the world and even after seventeen years, it appears that the Victory Medal is still one of the most sought-after awards in the game.

# ARMISTICE DAY TOURNAMENT HALL OF FAME UNVEILED

October 17 Game Day Report by Rick Lacy  
Scott Campbell Donates Game Board to Indy

## Indy Squadron Gameday Summary

October 8, 2005, Rick's house  
by Rick Lacy

Attending were Bart Stano, Ken Mrozak, Stephen Dale Skinner, and Rick Lacy (with guest appearances by Olivia Lacy, Evan Lacy, and Tiffany Baker). No rules proposals came up for a vote. No money was collected for the Squadron Fund. Next game date is still set for Nov 12<sup>th</sup>, location not set – but will hopefully be Gamerz [since this writing the location has indeed been set for Gamerz gaming club - ed.]. Now to the game reports.

### Game 1: 8 May 1917, WF, Central, High.

This game was 2 French Spad VIIIs (150hp) flown by Rick and Stephen Dale vs 2 German Albatros D-IIIs flown by Ken and Bart. Events got started quickly when Stephen Dale hit Ken with a 3 hit burst, one going straight through the Alb pilot and killing him (Ken's pilot happened to be Vfw Werner Zaxtrow, who ends as an 18/5 pilot). Bart hung around quite awhile thanks to great initiative rolls trying to punish this affront, and managed to almost put Stephen Dale down. However, he fled when the initiative turned around.

### Game 2: 8 Oct 1918, WF, Allied, High

Per the request of the Lilac Escadrille attendees, we played a Belgian game. Rick and Stephen Dale were in Belgian Hanriot HD-1s while Bart and Ken were in German aircraft. This game was pretty much dominated by the Germans, and Ken got revenge against Stephen Dale by killing his pilot. Rick tried to stay in the game but didn't get to take a shot and finally escaped into the clouds. A resounding German victory achieved over Flanders fields.

## Armistice Day Tourney Eligibility

The net effect will most likely be "zero" in this year's tournament, but there has been a slight change in eligibility standards for the Indy Squadron champion: If the tourney is won by a player who has gamed at an official Indy Squadron gaming day in the same calendar year or a former Indy champion, that player will win the championship and all prizes and awards. If the tourney is won by a player not meeting this criteria, the honors are split as follows: The highest scoring player to meet the aforementioned criteria earns the squadron championship, the Victory Medal and the automatic invitation to the Masters Tournament. The winning guest player earns the title of Armistice Day champion and the free pass to next year's Gen Con.

## Armistice Day Fits Tourney Hall of Fame Now Online!

The Indy Squadron Dispatch is proud to introduce a new page to this site that has been a long time in the making - the Armistice Day Fits Tournament Hall of Fame. The eventual goal of the Hall is to locate and publish a winner's photo from every Armistice Day Tournament in

### **Game 3: 8 Mar 1917, IF, Allied, Medium**

The third game of the night pitted Rick and Ken in Italian Nieuport 11's against Bart and Stephen Dale in German aircraft (forget the type precisely, but it was a fighter and a two seater). They were on a recon mission and on their way back when intercepted by the Italians. This was a very quick game, only lasting about 5 turns – the Italians managed to concentrate their fire and cause one of the Germans to have to run for it, and the other opted to dive away into the clouds to get home.

### **Game 4: 8 Dec 1917, WF, Allied, High**

This game saw Rick and Stephen Dale in Bristol 190's against Ken and Bart in German Albatros (I think). The fight was fairly one sided, with Stephen Dale again on the receiving end of a pilot hit that caused him to lose both pilot and observer. Rick escaped and made it home with a new backup Bristol crew. I can't remember who got credit for the kill, but I think it was Ken.

### **Game 5: 8 Aug 1918, WF, Central, High**

Two Fokker D-VII (185)s flown by Rick and Stephen Dale's best D-VII pilots (Rick's was Lt Bruno Schultz, now 10/3) went up against a DH-9 (Bart) and an SE-5a (Ken) on a day bombing mission. The setup was to bomb a bridge, and the Allies got a break when I rolled no heavy AA for defenses. Bart came toward his target and circled around it at about 9500 ft, then lined up for his run. Meanwhile, Stephen Dale was pressing Ken hard, and managed to do some significant damage to the SE. Bart completed his run and missed, then he dove away. Rick had anticipated a climb and so took himself out of the fight. Stephen Dale pursued Ken who chose to overdive twice in order to escape the Fokker. Ken finally beat Stephen Dale on numbers and succeeded in escaping.

### **Game 6: 8 Sept 1917, NS, Front, Low**

The Germans had up 2 Albatros D-III's and 1 Hansa-Brandenburg W-12 being flown by Rick, his son Evan in his first game, and Olivia/Tiffany in the W-12. Facing them were 2 Camel 150's flown by Bart and Ken. You would think that this would be a slaughter, but it was not that uneven. The Evan and Olivia/Tiffany combo managed to hold their own against the Brits for quite awhile. This is good as Rick was not hitting a single thing during the whole game. Unfortunately, the streak of luck dwindled and the 2 seater became damaged, causing Olivia and Tiffany to seek escape in a cloud. Evan and Ken danced a couple of more turns while Rick tried to hit something, then Ken left. Bart lost track of what he was doing and performed a nice rotary left, causing his Camel to fall out of control into a low cloud. He was climbing back into the fight as Ken

which a picture was taken (which accounts for all but one or two events). The editor has been on a rampage for some time now to discover all possible photographs from past tournaments so that the winners can be honored in the Hall.

The Armistice Day Tournament, the annual event which crowns the Indy Squadron champion, has been held every year since 1989 and the seventeenth installment of the Veteran's Day classic is only days away. It therefore seems an appropriate time to introduce the new Hall of Fame. Inductees are decided the simple way... you win, you're in. A short review of each inductee's career is also included along with his or her photograph. The page also features a new headline banner designed only for the Hall of Fame. The Hall is the only page on this site which does not use the standard green and red headline banner depicting Sopwith Snipes of the Royal Air Force.

If readers have any old photos from Indy Squadron gaming days, please take a few minutes to look through them for any pictures of the Armistice Day Tourney (or Red Baron Fight). Your help is vital if we are to successfully reconstruct the squadron's history in photographs. There are usually two or three cameras present at the title game so surely some of you have some old photographs to contribute. If enough photos are assembled perhaps we can expand the Hall to include some pictures of each event.

Former champs will enjoy reviewing the year they won their title, and aspiring titlists will be anxious to look back on what is fast approaching two decades of Dawn Patrol in Indianapolis. That in itself continues to amaze your editor, who started this publication merely as a flyer to recruit new players.



left, and he immediately got a draw on Rick, who chose to dive away and escape via the clouds also. Evan managed to survive his landing roll with a moderately damaged plane.

### **Game 7: 8 Sept 1916, WF, Front, Low**

Well, a mission with 2 British Morane Saulnier 'N's flown by Rick and Ken against a Fokker D-II flown by Evan and a Fokker E-II flown by Bart. A very savage beginning to the game saw Rick and Ken loop backward, Bart come straight forward and target Rick for a HO, Ken then target Bart for a HO, Evan fly up and target Rick for a HO and Rick opt to return fire on Bart. Ken and Rick both hit Bart for 3 while Evan hit Rick and Bart missed Rick. No one managed to collide with anyone else in the next movement phase surprisingly enough. Rick then pulled up under the D-II and hit Evan for 5, while Bart chose to dive his plane away in an attempt to save his best Early War pilot. Ken chose to chase him but he managed to escape. No kills in this game, but not for want of trying.

That's the summary for the October 8<sup>th</sup> session. Please plan on attending the championship game on Nov 12<sup>th</sup>, and post if you plan on it in the Forum so we can get a good tally early!

---

Now, with some seventeen years of history under our belts, perhaps its time to pause for a moment and remember those whose gaming skill, faithfulness, and hot dice made them champions over the the most consistently active Dawn Patrol group in the world.

### The Armistice Day Fits Tournament Hall of Fame

#### **Indy Inherits Scott Campbell Work of Art**

The Indy Squadron received a generous and unexpected gift this past week when long time DP'er Scott Campbell donated his gaming board to the squadron. Indy players will remember it as a primarily green board with a river running through it, plus a town and several other way cool features. The river was always jokingly known as the "oil slick," a reference to its dark, polluted appearance.

Nevertheless, the board's artwork is far above the norm. It is also painted with an enamel which is immune to soft drink spills. With both Rick's Italian Front board and Scott Campbell's Western Front board at our disposal, the Indy Squadron has two excellent and attractive gaming boards on which to play virtually any mission. Many thanks to Scott for his donation. His board will serve proudly in Indy for many years to come.

# Alice, Scott Return to Gaming

Stephen Dale's DVII Pilot Nears Acehood  
Rick Claims Atrocity by Ken  
Stephen Gains Two Aces

## Indy Squadron Gameday Report

September 17, 2005, Skinner's house (finally)  
by Rick Lacy

Games were supposed to begin at 10 am at Gamerz on 135 South. However, Stephen and company arrived to find the place closed. Apparently there was some mixup that prevented it from opening that morning. Those present opted to move to Stephen's house (a move graciously accepted by Alice). In the meantime, Rick stopped by Longs Bakery to pick up some doughnuts and had a car problem pop up, and it took him until 12:30 to arrive at the Skinner residence.

A total of 7 missions were played. Squadron fund donations were collected and now stands at approximately \$53.00 and some change. Call it \$55.00.

### **Game 1: Western Front** **Date, altitude, and location unknown**

Ken and Stephen Dale flew US Nieuport 28s against Alice and Stephen in D-VII (200 hp)s. Stephen and Alice got surprise and Ken took 6 from the tail from Stephen. Two turns of maneuvering put Stephen and Alice into position to pump Stephen Dale full of lead, smoking his engine with an oil leak that seized it a turn later. Both Alice and Stephen managed to get onto Ken's tail next, but he outran them to end the mission. Stephen's pilot, Unt Alois Parchau, claimed the kill on Stephen Dale to move him to 5 missions/5 kills, giving Stephen a honest to goodness Fokker ace (whom will most likely die of a light wound next mission...).

### **Game 2: 17 Sept 1918** **Italian Front, Central, High**

An Italian Front mission that saw Rick and Stephen Dale in Italian Nieuport 17's up against Ken and Stephen in Oeffag D-IIIs (253 series). Short but quick game – Stephen Dale

## Indy Squadron Championship Looms

The 17th annual Armistice Day Fits Tournament is coming on November 12th, and the champ will haul away the biggest prize package in Indy Squadron history. This year's winner will receive the Indy Squadron's championship laurels and the victory medal that accompanies the title, an automatic invitation to the 2006 Fits Society Master's Tournament (the biggest event in all of Dawn Patrol), and if we're lucky, George Henion will once again pledge a free pass to next year's Gen Con!

The 2005 Armistice Day event will be held at Gamerz gaming club on State Road 135 in Greenwood, IN, on Saturday, November 12th. The tentative starting time is 10:00 am (confirmation will be made after the club commits to opening at 10 am instead of noon... watch the Dispatch for details when they become available).

After nearly two decades of uninterrupted gaming, the Armistice Day Tournament has become the most prestigious local squadron championship in America. And remember, this event is open to everyone. Those who consistently game with the Indy Squadron may



took 2 pilot hits from Stephen and promptly died. With both bad guys on my tail, I took a hit from Stephen that smoked my engine with a crit and I knew my survival was very iffy, so I cut my engine and started gliding to the front. Of course, rather than flying off so we could start another game, both those bozos followed me down. So, at 200 over the front, I turned my motor on and started my 60mph attempt to cross the front. Stephen fired over my head from behind trying to give me some cryptic message (which I ignored), and then Ken did probably the most unchivalrous act I've ever seen him do – he pulled up underneath me and fired again. (Insert vastly derogatory comment here). Next turn, of course Stephen had to open up too or he would lose the kill so I got pounded. About 2 turns later I took my 6<sup>th</sup> and 7<sup>th</sup> engine hit and my plane caught fire. So, being at 200 feet I landed in the front, and was captured. My pilot didn't make his escape roll and ends as a 4/0 POW. Stephen's AH Ace Weissensteiner and Ken's pilot cut for the kill on me, which Stephen won. *(Seriously, I'd like to blame Ken for being unchivalrous but I really can't, as I had the opportunity to escape and chose to stay around and shoot at Ken again-who wouldn't?-so I don't hold it against him. Much).*

### **Game 3: 17 July 1918 Western Front, Front, Low**

Scott Jones showed up at this time, and we had a 5 player game consisting of Stephen in a French Bregeut 14 with Scott and Stephen Dale as wingmen against Rick and Ken. Basically, the fighters engaged and fought to a win for the French while Stephen completed his contact patrol mission. Rick's D-VII took a couple of serious from Scott Jones and 2 crits (tail and left wing) so he left to land on a road behind his lines. Ken got away and everyone went home.

### **Game 4: 17 Oct 1917 Western Front, Front, Med**

(The second game that made me angry!) Another 3 on 2 game with the Germans having 2 fighters and the British having 3 Bristol 275's. Of course, I was British and there was much whining about being outnumbered and outperformed, so we let Ken have the option of being either side (last time I ever agree to that sort of silliness). He opted for German and what was a balanced game suddenly became a poop-fest, because Stephen Dale and I in our Bristols were up in the air against 3 aces (@#\$%^#@^@). Didn't actually start out all that bad though, as for some reason the Germans boxed. Trying to take advantage of that, the Bristols sandwiched Stephen and Rick's observer took a HO against Scott, while Stephen Dale's observer sat there watching the pretty planes zoom through the sky. Rick missed Stephen but did hit Scott with a pilot hit (light wound, I think). Ultimately though, there was no way we could win and both Bristols

win the local championship title, the Victory Medal and the Masters Invitation; out of town guests may win for the free pass to Gen Con.

This would be a great time to review the history of the [Armistice Day Tournament](#). The page contains a point by point breakdown of every Armistice Day Tourney every played as well as a rundown of the rules of the event. And other than the move to the Indy Squadron scoring system in 1994, those rules haven't changed since the tournament's inception. That makes it easy to judge your performance in the context of the history of the game, because - like baseball - you're playing under almost identical circumstances to all the great players in Indy's past. The page also gives you a great chance to review the rules before the tournament, and there is a printable page where the rules can be downloaded for printing. Check out the Armistice Day Tournament page and see what you've been missing.

## **Rick Writes Two Issues While Webmaster Travels**

While the Indy Squadron Dispatch has always been a labor of love, it most certainly remains a labor. Each issue must be written, edited, laid out online and published and the total effort required to do so is considerable. Because the webmaster has been traveling almost constantly from late September through mid-October, Rick Lacy stepped forward and offered to write up the stories for gaming on September 17th and October 8th (the latter to be featured in the next issue). Without his efforts issues Number 11 or 12 would not exist, so many thanks

were shot down, with Stephen Dale losing both crew while Rick lost his pilot to a fatal head shot. His observer managed to survive the fall but was shot in the front.

**Game 5: 17 Jun 1917**  
**Western Front, Central, Low**

This game saw Rick and Stephen in Sopwith Pups attacking 2 German balloons. The German defenders tried to intercept the British but both planes dove on the first balloon and flamed it (Rick jamming his gun in the process). Both stayed low and swung toward the second balloon. The German defenders jumped the Brits on their way in but had an ineffectual round. Rick opted to stay close to Stephen and try to split the AA to help Stephen out. Stephen (FL Austin Scott, 16/7) shot and flamed the second, and then the Brits pulled up and away as the Germans were unable to keep pace. Rick got the kill for the first balloon and Stephen soloed on the second for his pilot's 7<sup>th</sup> kill.

**Game 6: 17 Jan 1918**  
**North Sea, Front, Low**

This was an interesting game. Stephen had developed some rules for torpedo bombing a few years back and uncovered them last month. So we chose to play a North Sea game utilizing these rules to see how it played out. Rick and Stephen Dale were in British Short 184's and on a mission to torpedo a German ship. They found a destroyer heading back into port. Opposing them were Stephen and Ken in (I think) Hansa Brandenburg W-29 2 seat seaplane fighters. The game started out with the Germans at 1000 feet and the Brits at 1500. The Brits wove around for a bit trying to line up on the destroyer with the right amount of leeway to insure their torps hit. The Germans did manage to dive into their formation and some fire was exchanged, the most important result of which was Stephen's pilot taking a hit from Rick's observer for a light wound because Stephen forgot about the observer defense rule.

*(Continued, bottom of next column)*

---

are due to Rick for keeping the ball rolling in my absence by writing these two issues (in addition to organizing gaming on October 8th).

Rick has done this on several occasions before, as have several other players. That's why you're reading this issue right now and that's why the Dispatch is the longest continually published squadron newsletter in the history of Dawn Patrol. Enjoy the game write-ups in this issue and the next; not only are they good recounts of our gaming, but they are witty and fun to read.

**Indy Squadron**  
**Gameday Report, con't**

The 2 Brits dropped their torps and began to climb away, with Ken chasing Stephen Dale and Rick watching Stephen run for shore. The torp run took 6 or 7 turns to close the distance. Stephen Dale's torp missed the bow of the destroyer by 1 square, and Rick's hit amidships – and did no damage at all, it was a dud. The Brits then pulled away and headed home. Stephen had been analyzing survival percentages (pretty low, what with him playing a German with a light wound) and turned his plane around to land it by the sub, where his wounded pilot was given first aid and survived.

I'd like to go more into the rules and what we found as we played through it, but don't have that info. Perhaps Stephen can provide some more info on that.

**Game 7: 17 Oct 1918**  
**Western Front, Front, High**

Rick and Stephen in a Sopwith Snipe and Camel 150 (respectively) faced off against Ken in a Junkers D-I and Stephen Dale in a SSW D-

IV. This was a straight fighter vs fighter and wasn't all that notable, other than Ken chose to dive away rather quickly for his playing style (Rick had put 12 hits into his tail and caused a fairly serious tail crit it turns out), leaving Stephen Dale to the mercies of the British pilots. He managed to hold his own for a couple of turns and then decided to escape while he could. Stephen's pilot, Lt Peter Flanigan (12/3), made experienced status at the end of the mission, giving him 3 Camel/Snipe Aces.

# Indy Sweeps Gen Con Open

Mrozak Wins Cup  
Olivia Lacy Third in Open  
Skinner Claims CMH

The Indy Squadron swept the first three places in the second annual Gen Con Open in heroic fashion, but honesty compels me to say that it may have been as much by default as skill. Five of the eight players competing for the Open Cup were Indy regulars, and once again the absence of society players was painfully obvious to everyone. Rick Lacy, Olivia Lacy, Ken Mrozak, Stephen Dale Skinner and Stephen Skinner gave a strong representation for the local group in the Gen Con Open, with the title honors going to Ken. Barton Stano and Nate Engle also made the trip from Chicago and Bloomington, respectively, to attend the Con.

Olivia Lacy began her Dawn Patrol career at the Gen Con Open with a solid dose of beginner's luck, earning two quick kills in the early turns of the Open including a fatal pilot hit on Stephen Dale. Her dice would turn against her a few turns later. Stephen launched himself into contention with a top shot that cut the fuel line of Rick's SPAD, sending him down as a glider and a solo kill. Ken's German fighter caught up with Olivia's fleeing, bullet-ridden SPAD as she attempted to escape and he sent her down as well. Stephen finished in second place and Olivia took third to establish Indy as the dominant group in performance as well as attendance. For more complete details of the game, see the upcoming issue of Aerodrome.

Olivia began her career in grand fashion with a double kill while her father Rick continued his streak of lousy luck in tournament games, bowing out to a lucky fuel line hit. Rick also ran a scenario on Sunday morning at 8am entitled "American Forces Under Seige." Both he and Barton Stano ran events while also involving themselves in other games, which Rick explains in his journal of the Con:

My experience for the most part was scattered for Dawn Patrol, since I spent 12 hours (4 Fri night and 8 Sat afternoon) in the National Strategic Decision Making games. But for the ones I did play in, I enjoyed them quite

## FITS Attendance Continues Decline

An editorial by Stephen  
Skinner

This will be another unpopular editorial.

I can already hear the complaints about how this column should be a rabid cheerleading effort to rally the society around Gen Con. This will be closely followed by the usual chorus about how I should just ignore everything and pretend that attendance will return to normal any minute now.

But for better or worse, I will continue to observe indisputable facts. I don't make anyone attend or stay home, but I do have eyes and I can see the obvious: Dawn Patrol's once-important presence at Gen Con is history.

I would love to say "I told you so" and reprint excerpts from editorials written three years ago, but the truth is that anyone could have seen this coming long ago if we had but opened our eyes. It didn't take a rocket scientist to figure this one out. When Dawn Patrol's most popular events moved, society

a bit. I was particularly happy with my showing in the World's Smallest (Largest) game. I also had quite a bit of fun running the one on Sunday morning - I wish I'd had more folks playing, it turned out pretty well I thought.

Olivia seemed to be pretty pleased she shot down Stephen Dale, that was her major topic when we discussed it. Now that some time has passed, she says "I shot down 2 planes" instead of "I shot down Stephen Dale," so I think she's over the gloating phase.

I was really disappointed we didn't have more folks playing, but at the same time we had a couple of new folks try the game, and one in particular sounded interested enough he may make the trip up from Bloomington for the next IndySquadron gameday. Since he is from Bloomington, it might be worth our while to get him introduced to Nate and Graham.

Last thing I'll say is that it was really good to get to see folks you don't normally see, like Troy and Steve, and Chris Weiser (I hope you get that ride sooner rather than later man!). Getting to know people is what is truly the most enjoyable thing about playing, and one of the reasons I like board games over computer games.

I'd encourage anyone and everyone to make plans to attend next year. Let's have some support and attendance!

Ever faithful to the game, Ken Mrozak judged three events on both Friday and Saturday in addition to joining us for warm-up gaming on Weds night. It was also a lot of fun to see Indy old-timer Nate Engle join us again; he played George Henion's "Luke Over Murvaux" game on Thursday morning (a wild one!... more on that in a moment). Stephen Dale had a forgettable Gen Con, losing at least three pilots to wounds and fatal pilot hits. Though he admitted to playing lousy during warm-up gaming, he performed pretty well in the Con itself though his luck didn't seem to show it. When good playing meets bad dice, the dice win. Indy champ Wayne Richeson took advantage of his complementary Gen Con pass (courtesy of the Henions to the annual Indy Squadron champion) to play all day on Friday.

The highlight of Stephen's week occurred during the aforementioned Luke Over Murvaux scenario, when he was asked in advance by game judge George Henion to play the part of Luke (Stephen has studied Luke's career for some fifteen years). The game board was dotted with no fewer than nine balloons, scads of AA and flaming onion clusters along with five Germans to oppose him. However, to help balance things, "Luke" was allowed to bump up one table on the hit chart and deduct one from the die roll to destroy each balloon. Perhaps the biggest factor in Luke's favor was the persistent and loyal protection of his wingmen, Steve Pitcher and Stephen Dale (who lost his

members left Gen Con in droves. And when society members don't support their own game, no one else does either. As a result, not only has society attendance plummeted like a stone, but so has sampling by new players at the Con. To make matters worse, recent weeks have added contributing factors like higher consumer prices and outrageous gasoline costs, in addition to rising costs at the Con itself.

Dawn Patrol's World's Largest game, which - we were told - was a major event that would still draw players, had twelve participants this year. The all time record is forty-some pilots. Twenty-five or thirty players scattered across two boards was common. This year, only twelve showed up for the "world's largest" Dawn Patrol game. *Our local squadron championship game draws more than that.*

The Gen Con Open was created as a stop-gap measure to compensate for a lack of major events and draw players back to the Con. While the Open has succeeded in becoming an enjoyable, engaging game, it has not succeeded in drawing players back to the Con. The average event this year drew about six players, and the largest game that I participated in had ten. Sunday morning's game drew only six. At least one event was cancelled entirely when no one showed up to play. The Gen Con Open remains a good idea and, at the very least, a noble effort at salvaging Gen Con attendance. But before it can work it has to build its own history. It hasn't yet had enough time to do that.

So we have two indisputable facts that must be faced if Gen Con is again to become a meaningful Fits society event. First, we must stop kidding ourselves and admit that we are knee-deep in the dumpster.

pilot in the effort). Stephen/Frank Luke went on to down four balloons and one airplane to win the Congressional Medal of Honor under the recommendation of game judge George Henion and Al Christensen. He was awarded credit for only three of his five kills, but was given double mission credit. Stephen's rolls for multiple other awards and promotions all failed, but at least he got The Big One. He credits Steve Pitcher and Stephen Dale - the two pilots who protected him throughout the game - with enabling him to earn the game's top medal for an American flyer. "Luke" limped home with two criticals and five engine hits to survive the mission.

This is by no means a complete account of Gen Con, but it does serve as an overview of the highlights experienced by most Indy players. For complete coverage of the entire Con, see the upcoming issue of Aerodrome.

---

Attendance is a total train wreck and its getting worse, not better. Secondly, we must face the fact that the events which once prompted participation in the Con aren't coming back and even if they did, the instability spawned by their repeated moving would make the effort counterproductive. Events gain prestige and staying power through consistency and tradition. They're better left in the wrong place than constantly shuffled around like a shell game. This leaves us with a dilemma.

What will it take to motivate society players to return to Gen Con? I have no idea. No doubt some will accuse me of pointing out all the problems but not providing any solutions. And I admit there is some truth to that. However, observing problems but not having solutions is better than sailing along in blissful ignorance and denying that a problem exists at all. Nothing is the worst thing we could do.

Gen Con is the public face of the Fits Society. This game is not being publicly marketed nor it is on store shelves across America. The newest edition is twenty years old. This means that Dawn Patrol's only major public showing occurs at Gen Con. Other than the occasional recruit at the local level, the only chance this game has of making new players occurs at Gen Con. When we spoil our lone available opportunity to market the game, we shoot ourselves in the foot. That we have done so in royal fashion is now obvious, in addition to a host of new economic realities that make matters even worse. The only remaining question is what to do about it.

I'm open to ideas.



# Venue Named for Gen Con Warm Up

## Gaming Report From Carr's Waterville Island by Al Christensen

### Interview with Tony T of UK's Inviolable Squadron

A brand new venue has been chosen for Gen Con warm up gaming this year, one that is specifically designed for gamers and Gen Con attendees.

This year's warm up will be held at the new Gamerz concourse on Indy's south side in the Greenwood suburbs. Formerly known as the World of Fantasy Games, Gamerz is comprised of two halls: one retail area and a main hall devoted to gaming space.

Warm up gaming will take place in the gaming area, where four large tables will be reserved for Dawn Patrol gaming only. It is a very large area with space for up to 130 gamers. In the retail area, Fits members may browse the store and its array of fantasy games, buy snacks, order sandwiches and pizza or stock up on new dice. For those who want to go out for dinner, a Pizza Hut is nearby along with several other fast food chains and independent restaurants.

Gamerz is located at 7749 S. Meridian St/US 135 South, Indianapolis IN 46217. The phone number is 317-865-1500. Warm up gaming begins at 5 pm and will continue until the players choose to retire for the night. We are able to begin prior to 5 pm if enough players confirm their attendance and time of availability in advance to [stephen@sopwithmotorsports.com](mailto:stephen@sopwithmotorsports.com). However, 5 pm will remain our default starting time unless we receive a number of requests to start earlier. Any changes will be announced on this site or the [Indy Squadron Forum](#).

Gamerz is roughly 15 minutes south of downtown Indianapolis. Here are directions to the venue from the downtown area:

Take 1-65 southbound to 1-465 westbound. Proceed for only about 1 mile and exit onto US 31/South East St south toward Greenwood. Follow US 31/South East St south for approx. two miles to Southport Road. Turn west (R) on Southport Rd and proceed for approx. 1/2 mile, then turn south (L) onto Meridian St/US 135 southbound. Proceed approx. 1-2 miles and look for a Pizza Hut on the right side

#### Oconomowoc Gaming Report by Al Christensen

Thursday, June 2nd Mike Carr hosted a Dawn Patrol evening at his Waterville Island residence. We hoped to welcome Eric Weiss to the area, but he's leaving on Saturday for a two month assignment in Australia and claims to have packing to do. *Feeble Excuses*. At any rate four of us did get together, Mike, Earl Leyda, Mike Kapustanczek and I. We played four games. In setting up missions we use two charts, the Master Scenario Chart and on its reverse side the Month/Allied Nationality Chart. We used 16 card tailing and hidden damage. For the scenarios we got dull, boring Western Front fighter vs. fighter results all four games, although we did have incidental balloons in two of them. For the dates we got a wide variety, one 1916, two 1917, and one 1918.

**Mission 1: Sept 1917**, Mike C. and Earl in Camel 130's vs. Mike K and Al in Albatros D V's. After three turns exchanging mostly ineffective fire, Earl gave me one engine hit (my third total) which caused a prop shaft critical. Earl celebrated what he claimed was his first kill in months if not years. The five hits Mike C scored on me the same turn caused two additional criticals. This didn't help him get in on the kill, but they did contribute to a nose-dive

of the Road and a strip mall on the left (E) side of the road. Gamerz is located in the strip mall with a large sign overhead.

### **Inviolable Squadron Starts Up in UK An Interview with Tony Taylor-Royston**

Anthony Taylor-Royston, known as "Tony T" to his squadron mates, is one of four players in England's new Inviolable Squadron. For more information their web site can be viewed at <http://www.inviolablesquadron.co.uk/>. Tony was kind enough to talk with ISD about the squadron, the state of the game Over There, and what's happening at the Inviolable Squadron.

ISD - How long has the Inviolable Squadron been around? Tell me about its beginnings and how you heard about the game.

TTR - Well, originally Inviolable Squadron started in March 2005 when I joined the group because we decided that we should make our group known and try to become a professional team. However Paul and Phil had been playing the game when it first was made with a few friends but as time went on they had to leave each other for careers and the game was never mentioned again, up until late 2004 when Paul and Phil started discussing about the past and Dawn Patrol and wondered whether you could still get the game! They both when searching discovered a community of Dawn Patrol gamers (including the Indy Sqdn) and never realised that this game was to become so popular. So Paul and Phil bought a set each off Ebay and started playing in December 2004. I came into the game when I started into a discussion with Phil at work when I saw him reading an article about Indy Squadron, he explained the game to me and invited me to a game because he expressed the need for other players in order to make a better game. I came to a game and liked it and after a couple more Paul decided to show me his campaign plans and told me that he wants to make this a more serious game, that's when I offered to use my web designing skills to make [InviolableSquadron.co.uk](http://www.inviolablesquadron.co.uk) to try and attract UK players in our area!

ISD - How often do you get to game, and do you have trouble finding a fourth person?

TTR - We play as much as possible on either or both Thursday and Sunday night. We have luckily found a fourth player called Darren(Daz) who entered into the game a few weeks ago. This has shown how much a fourth player can make a more interesting game.

ISD - Does the squadron play DP exclusively, or do you have other war games that you enjoy?

crash on a road in German lines which killed Ufz Jurgen Bernemann, (4/1). Mike K escaped the now uneven battle.

**Mission 2: November 1917** . Mike C and Earl in Albatri against Mike K and Al in Pups, with an Allied balloon in the background. The Germans were able to surprise us due to having equal modifiers, 1 to 1 (Mike C and I). After the surprise attack Mike C had given me 13 hits, 6 in the right wing and 3 in the Engine. The third engine hit caused critical 4/6, an oil leak causing the engine to seize up when my initiative roll matches another 2d6 roll. Fortunately I rolled 12 for my number. I was able to escape and land on an emergency field without the engine seizing up. Capt. Cecil Jameson completed his 14<sup>th</sup> mission (14/0). Mike C failed a 20% roll for credit.

Mike K bravely continued sparring with the Hun swine, dealing some damage but nothing decisive. At an inopportune turn of the initiative for him Earl bounced the balloon at 800'. He missed. Then Mike C was able to join in. They scored 13 hit factors, but Earl rolled a 6 to allow the balloon to survive another turn. With the balloon now at 500', both A.A. guns in my minimum defenses scored hits, one on each Hun, from the head-on angle. The relatively few h.f. were concentrated in the wings however, and even though Mike C missed the balloon at last suffered the fate of all balloons. There were a few more turns of sparring but the three combatants soon separated for home.

**Mission 3: August 1918.** The sides were once again the same, with Mike C and Earl switched back to Allied, in Camel 140's, and Mike K and Al in Pfalz D XII's. A more-or-less futile exchange of fire went on for six turns. On turn seven I scored a pilot hit on Earl, which turned out to be a no effect, and Mike C

TTR - Myself I play DP but Paul, Phil and Darren also play a game called Dungeons and Dragons which I am entering into. Paul and Phil take both games very seriously.

ISD - Introduce us to each member of the squadron and tell us a little about yourselves.

TTR - Well I'll start with myself, I'm Anthony(Tony) currently been playing DP since March 2005. I'm 18 and currently a college student. My hobbies are Cycling, Tennis, Squash, Badminton, Fitness, Gaming and Making. I have keen interests In World War I and WWII in all areas of the war. I always try out new things and to spend time with my Mates. The rest of the guys have entered their details through the site in the Sqdn members bios.

ISD - Any chance that you could make it to the States some day to fight the Indy Squadron, or perhaps participate in a society event?

TTR - I mentioned to Paul and Phil about going to the States and they agree it be a fantastic idea, but it won't be for a while as of yet due to we are still in our early days and we would prefer to be a good competition.

---

scored my fourth Engine hit causing my second 4/6 oil leak of the night. This time the magic number was 6, so although I was able to escape and get a goodly distance behind the German lines the engine seized up before I was in range of the emergency field. A safe landing on uneven ground completed Lt Karl Behagel's 7<sup>th</sup> mission (7/3). Mike C failed a 15% roll for credit. Mike K escaped after a good initiative roll.

**Mission 4: Sept 1916.** For the fourth time the sides stayed the same. Mike C and Earl rolled Belgian Nieuport 17's (Mike with a wing gun and Earl with a deck gun). For the first time the Germans managed to roll higher than a 2 to roll individual aircraft. Mike K had a Fokker D II and I rolled a Halberstadt D II. There was an incidental German balloon. For the second time I rolled a 1 for the minimum defense (2 AA and 5 MG), this time accompanied by a 6 for zero Onions. However the lower (400') altitude and the stellar (?) performance of my prior A.A. (see Mission 2 above) coupled with the Belgie's weaker armament (and weaker airframes) meant that the balloon played no part in this battle.

Due to an unfortunate sequence of initiative numbers Earl was able to paste me with 25 HF. The distribution was somewhat odd, with 5 in the engine, zero in the FF, and exactly four in each of the other areas. Also, for the third game in a row, I rolled critical hit 4/6! Fortunately it was in the Tail this time rather than the engine so when I eventually got initiative I was able to escape and land safely at home due to my experience bonus, Lt Horst Schulte completing his 13<sup>th</sup> mission (13/2).

## Littleton Defies Death With Miracle Mission

If Barton Stano had nine lives at the beginning of the night, he has none left now. He used them all up in an awe-inspiring display of lucky dice rolls in the sixth and final game held last Saturday, June 4, at Rick Lacy's house.

Indy Squadron champion Wayne Richeson and his dad, Kevin, flew a pair of Albatri in a March, 1918 dogfight. They had two strikes against them: they were outnumbered, and they were in inferior airplanes. However, they had several monumental advantages. They were over their own lines, they started with a 500' altitude advantage, they were fighting at just 1,000 feet, and a huge, 252-square stretch of No Man's Land meant that the British pilots could take no chances whatsoever. Even the slightest mishap or critical hit could end their career.

Nevertheless, the Brits were confident. Bart was flying his top allied pilot, Lt. Rich Littleton (14/5). Stephen was flying his third-string Camel jockey who is pushing hard toward acehood; Lt. Peter Flanigan (11/3). And Ken took up Capt. Donald Stewart (9/8), all in Bentley-powered Camels.

The Brits rolled horribly on turn 1, and the evil Richesons chose Bart as their first victim. Wayne fired and scored a critical head wound on Lt. Littleton... Kevin fired simultaneously and hit Littleton again, this time in the chest.

Now, a chest wound is generally considered a very bad thing. A head wound is an even worse thing. And when both of those things happen to your top Allied pilot in the same turn, its a near certainty that your fly-guy and his shiny new airplane have met their Waterloo.

So Bart tried to keep his best face on as he rolled for the severity of his chest wound. He needed 7% or less for a No Effect wound. He rolled a 006. So far, so good. \*\*\*\*\*  
Bart's story would get continue - and get even better - a little later on.

Meanwhile, Ken and Stephen couldn't get an initiative roll to save their lives. Stephen finally managed a solid, 7-hit burst into Wayne's tail, after which Ken swooped in for a good shot that smoked his engine. Kevin, flying Lt. Flugal Borenkeiser in an Albatros DVa (7/3), took consecutive

### Missing ISD Issue Discovered Solves Mysteries of '96 Title Game

Until late in 1999, the Indy Squadron Dispatch was a paper publication distributed by mail to Dawn Patrol players in Indy as well as some 15 states around the country. Despite our best efforts to keep a copy of every issue, a few of the paper publications have been lost over the last seventeen years. Among them was ISD Volume 8, Number 10, which contained the report on Dory's record-setting third consecutive title, won in November of 1996. This issue had been lost for over five years, until a copy was found in Stephen's old Dawn Patrol files last weekend.

This missing issue now clears up several things. First, the exact date and location of the '96 title game had been lost. Also, the exact airplanes flown in this scenario were unknown and no other records existed to verify them. So the records are now complete, and the [Armistice Day Fits Tournament files](#) are more complete than ever. Only the venues for the 1990 and '94 games are missing, along with the airplanes flown in the inaugural 1989 event.

We are still searching for the following back-issues of ISD for the IndySquadron.com Archive page:

- Volume 7, Number 5
- Volume 8, Number 2

bottom shots at Stephen's Camel and again managed to score a pilot wound. Lt. Flanigan took a light wound in his right leg, which served primarily to make the already-frustrated pilot really angry. However, with terrible initiative rolls, no altitude to work with and nearly 300 squares between himself and safety, Flanigan was hard pressed. He stuck around one more turn to box with his wingman and leave Capt. Stewart (Ken) in the best possible situation, then he bolted for home. He managed a landing on an Allied road without passing out and easily rolled to survive the wound.

Ken flew around until the mission got old and Wayne decided to land his plane just to end it. Being at the right place at the right time and having fired on him some five turns before, Ken was awarded his 8th kill on a silver platter, with gift wrapping. The Dogfight Gods must be making up for all those cuts that Bathgate lost.

Meanwhile, back to Bart. His ace Camel pilot pulled out of his dive at 200 feet over a bumpy stretch of mud in the front, then promptly passed out cold. His Camel smashed itself to splinters but Bart made the miracle 10% survival roll. He then managed to make **another** roll - this time a 5% chance - to avoid being captured and taken POW. He managed to ramble across No Man's Land amidst a hail of enemy fire with four percent to spare. And just when we thought his luck couldn't get any better, he rolled for incapacitation and... drum roll, please... fully recovered.

Bart has used up all his good luck for the next decade of Dawn Patrol. Wingmen be warned. But, wow... what a game it had been.

In the very first game of the day shortly after 10 am, three Italian Caproni bombers were escorted by two Nieuports while on a bombing mission to take out an Austro-Hungarian factory. Stephen's 8-mission Caproni crew led Bart and Cody on the patrol. Cody's bombs splattered a machine gun position while Bart took out the factory.

Kevin's Austro-Hungarian fighter pilot (Sgte. Marcus Mentin, 2/0) took two combat wounds - one in each leg - and managed to survive the combat. Ken's Italian Nieuport ace, Ten. Marchello Osci (14/10) received credit for the kill but was snubbed out of a promotion by his superior officers.

The second game of the day saw Haupt. Oscar Ritter von Mader II's Fokker DVII (Ken, 68M) score two more kills over Sopwith Camels. Aided by Fred Ferplunk (Kevin, 11/0), Mader sent Rick's Camel down in a fiery explosion, while Stephen's pilot chose to cut his engine and land rather than risk a run for the clouds overhead. Mader was credited with both.

- Volume 9, Numbers 2, 6, 7, 9 and higher
- Volume 10, Numbers 1, 2, 3
- Volume 11, Numbers 1, 2

Still, after seventeen years of uninterrupted publication and some 300 or so issues of *ISD*, we're doing pretty well on our record keeping. Please search through your old DP stuff for any clue as to where we can find any of these issues. And no fair trying to sell them to us, either. Out of town subscribers, please check your old issues against this list as well.

Additionally, the entire [Armistice Day Fits Tournament](#) page has been updated. New information on several past title events has been found and included, and the page has been reformatted for easier reading. The history of the Indy Squadron's premier event has never been more complete, and the formatting and presentation are vastly improved over the old charts and tables.

In other Indy Squadron news, the squadron fund now stands at \$38 after paying off the final ten bucks to keep the Indy Squadron Forum ad-free (hate those pop-ups!) and gathering a few more dollars in donations at last weekend's gaming. We should be on course to easily pay for the venue at this year's Armistice Day championship game.

Elsewhere, please remember that when we pass the cassette recorder around the table after every game we play, the webmaster needs you:

- player name
- pilot's rank and name, with spelling
- nationality
- aircraft flown
- mission/kill record



Game three was a forgettable North Sea mission (is that redundant?) wherein three French Sopwith Baby's tangled with three equally inept German seaplanes. The lone plane of worth on the board was Ken's real, live Albatros. He managed to force Kevin to shut off the engine of his Sopwith Baby and score the kill.

By game four, everyone was a bit slaphappy. Kevin, after morning-long rants about flying in a dumb old formation, slow two seaters and lousy bombing missions, finally lost his head entirely and placed his Belgian SPAD XI two-seater smack in front of Stephen's Drl triplane for a textbook example of an atrocity commonly known as "crossing the T." An indignant Stephen refused to dignify the move by returning fire, so he sat there like a bump on a log and took a face full of lead from Kevin's cowardly observer. Stephen managed to survive the assassination attempt and even managed to flame Cody's SPAD XI for his Drl pilot's first kill before flying home. Rick had to leave after this game for a prior commitment and missed out on a couple of wing-dingers later in the night.

In the fifth game of the day, Ken and Wayne were in Fokker DVII's against Bart, Kevin and Stephen in French SPADs. The only bloodletting occured when Kevin sawed off the wing of Wayne's DVII, with Stephen firing from the bottom and winning the cut for the kill.

So ended another fun and eventful day of gaming at the Indianapolis Dawn Patrol Squadron.

---

- mission results
- fate

We are getting a lot of entries such as "Hi, this is Bob... my pilot, Guido, got three left wing hits. Bye." This makes the webmaster's job a wee bit more challenging.

And finally please remember that the webmaster tries to avoid any favoritism of any kind. The things that seem to be the most important developments of the day make headlines, while a few lesser things are sometimes skipped. If your pilot doesn't get as much ink, its either because a) just wait, his time is coming, or b) because you didn't put any information on the cassette. I can't write what I don't know. There's no obligation to give any pilot information at all... but please remember that no information generally means little or no inclusion in the write-up. I just can't remember everything that happens to everyone.

### **Coming Up Soon in the Indy Squadron Dispatch**

Philip Taylor of the new, England-based Inviolable Squadron talks about the gaming group, the unit's newly remodeled web site, the origins of Dawn Patrol gaming in Great Britain, and all the other things that inquiring minds want to know. An exclusive interview with the Inviolable Squadron's ringleader is coming soon to Dispatch readers.

---

## **Littleton Statistical Analysis**

by Barton Stano

A statistical analysis of luck or the numbers of a miracle.

Lt. Rich Littleton's Sopwith Camel (130hp) was attacked by the two Albatros aircraft at a range of 50'



and 100'. Chances to hit are 5/6 for each or 83.33% chance each or for both to occur is 0.69438 or 69.44%. So far not too far fetched that it this would occur. Both Richeson's obtained one possible pilot hit chance, both rolled double ones, a 1/36 change for each roll or 0.02777 or 2.77% for both to roll double ones on two six sided dice is 0.000771 or 0.0771% chance. Now multiply that with the to hit chances we now are at 0.000535074 or 0.0535% about 5/100's of 1%.

Then Barton rolls his wounds, once the critical wound was rolled the chances of a NE wound are very small. I will leave this out of the calculations because the numbers would get really, really, really small.

Barton rolled his miracle survival roll, a 10%, but he made it (Barton declared high good and actually rolled a 100!) so the overall chance of this occurring is now at 0.00535%. Then the roll to get to the Allied lines (a 2% chance, but again Barton rolled a 100!) so the overall chance now is 0.000107%. Now the incapacitation roll, 2/3 of the time (66%) the pilot will be able to fly. So the overall chance is 0.00007062% or one in 1,416,029!!! Yes, that is right 1 in 1.4 million! Lt. Littleton is one lucky Brit.

## **Horstmeijer Logs 25th Mission In Farewell To Scott**

The Dawn Patrol faithful gathered at Jim Delp's Aerodrome on Friday night, May 14th for Scott Campbell's final night of gaming with Indy players. Scott will soon be moving to the arid plains of Wichita KS, where Dawn Patrol competes with calf roping and truck waxing for honors as the top local pass-time. Hence, it seemed appropriate to send him off with one final round of games in his honor. I have no real notes from this evening and we didn't pass the tape recorder around, but I'll pass along what I can recall from my (faulty) memory.

The first of three games didn't really honor anyone, least of all the three Bristols who were run from the sky by a smattering of Albatri. The second was a tragic misadventure wherein a trilogy of Albs destroyed a balloon, then lost a flight member to ground fire before bailing out of the combat against the defending flight of well-flown British Nieuports. Asterisks accompanying the second mission include Rick, despite his best efforts, completely failing to gain mission credit, the successful completion of the 24th sortie flown by Alfred Horstmeijer (Scott Campbell, 25/5) and Stephen's Albatros DV pilot whose engine caught fire over enemy lines (POW for duration).

The third mission was a real barnburner with Germans falling from the sky at every angle, mostly under the red-hot dice of Ben Hodgson. Eight players were in this game. The German attackers consisted of Rick Lacy, Scott Campbell (flying Horstmeijer again on his 25th mission), Scott Jones (Kurt Matteo, 3/0) and Stephen Skinner. The outnumbered British flight of SE 5's was manned by Jim Delp, Ben Hodgson (8/3) and Stephen Dale Skinner... however, they had ground fire on their side as the Germans were instructed to take out a 700' balloon behind Allied lines.

Upon approaching the balloon, Rick's Albatros was pounced by Ben's SE 5. Rick's engine immediately caught fire and he was forced to sideslip the next turn in an effort to defeat the flames. Scott Campbell was caught up in a one-on-one battle with Stephen Dale's SE and fell behind the rest of his flight, which continued to head toward the balloon. Satisfied that they had drawn blood, the SE's pulled away and allowed the ground fire to do its dirty

### **Indy Players Finally Meet Mrs. Jones**

After two years of waiting, local Dawn Patrol players were finally honored to meet Scott's new bride, Irene Jones. She and Scott were out that night to grab a pizza and decided to stop by for a late game. Irene came down to Jim's gaming basement to say hello to the gang, after which Scott played the evening's final mission.

### **Pop Up Ads on the Indy Squadron Forum**

They'll be back in five days. That's how long we have before our one-year service agreement ends with Aimoo Forums and the pop-up ads return. The Indy Squadron Forum will not go away... it will simply have some pop-up ads there to generate some revenue for Aimoo. Our other option is to renew for six months (\$30) or for a year (\$60).

If you would like to help us renew our ad-free status for the Forum, please click the Forum link on the menu bar to the left and look for the donation bag at the top of the page. Its simple, quick, and helps us keep the Forum ad-free. I personally don't mind the pop-ups but some folks go ballistic over them, so make your own decision. Just \$5 from each of our regular Forum members would easily cover us for another six months to a year.

work.

Little did they know that Rick would immediately put out his engine fire and join in the balloon attack with Scott J. and Stephen, all attacking from 100 feet. To make matters worse, Scott C. broke away from his battle for a 400 foot pot shot at the balloon as well. (If memory serves,) Scott, Scott and Stephen scored hits, while Rick rolled a "6" and missed. The balloon went down in a ball of flame after the first pass by its attackers.

About this time, Ben struck again... this time a critical engine hit to Scott Jones' Albatros. It was one of those oddball hits that creates an engine leak. You have to roll a number, and if your initiative roll on any subsequent turn matches that roll, your engine seizes and instantly quits. Being low over enemy lines, Scott wisely began to climb hard and make his way toward German lines. He managed only one more turn before rolling the magic number for initiative. His Mercedes engine immediately stopped and he glided to a landing behind Allied lines. He would later escape captivity and make his way back home to fly again.

Rick was next to go, again taking engine hits that forced him to land behind enemy lines. He managed a successful landing, but the writer does not know what happened to his pilot (he is believed to be a POW). That left Scott C. and Stephen against all three SE 5's. Scott was about a thousand feet over everyone and chose to hold his altitude advantage while Stephen, convinced that it was futile to try to outrun a flight of SE 5's, flew to zero feet altitude under a bridge and waited for the inevitable. All three SE's zoomed in for the attack. Ben's Brit gave Stephen's Alb another engine critical - the exact same oddball crit that had downed his wingman (Scott Jones) moments before. Jim Delp attacked from head on, missed, and was rewarded with a faceful of lead for his efforts. Stephen Dale fired once and declared his escape.

Jim and Ben renewed the attack, but after one more exchange of gunfire, the inevitable occurred. Stephen rolled the magic number and his engine quit... at zero feet above the water! Using his carryover speed he managed to get over the nearest land and plop his Albatros down for a particularly ugly crashlanding. He lived through the crash and avoided capture to make his way home. Scott C. was the only Albatros to make it back to his home field.

Jim, Stephen and Ben flew very well and the latter ended up with at least two kills on his resume. There was nary a dull moment from beginning to end, and this mission capped off a fun evening. We had a great time giving Scott C. his send-off and we wish him every good fortune with his new home and new job in Wichita.

---

Our other option is to delve into the squadron fund (Rick is treasurer), which now stands at \$40. We do need to save enough money for a venue for the Armistice Day Fits Tournament, but that doesn't happen until November so we do have a bit of time to work with.

### **Dawn Patrol Web Situation Now Critical**

Dawn Patrol's presence on the internet is waning to levels unseen in several years. The official Dawn Patrol site is now down and completely unavailable. This latest tragedy comes on the heels of losing both the Lilac Squadron's web site, the Australian Dawn Patrol Championships site and the Region Squadron's home page in the last year or so.

The official home page of the game, however, seems a particularly difficult loss. For several years John Noddings donated his time and expertise to developing the site, but he has evidently been unable to do so lately. The site stagnated and now is down entirely. Dawn Patrol desperately needs a presence on the web if the game is to prosper long term. This webmaster already has a full commitment on his hands with this site, but we need someone to step forward and contact game designer Mike Carr with a specific plan... and the ability to follow through on it quickly and maintain the site regularly.

The Inviolable Squadron of Britain has a new web site under development, and the Jasta 6 site is still up although it has not seen an update since January. Brian Halberstadt's original Indy site and the Freikorps site remain up as archival material as is the Frank Luke Squadron's page. However, all of these sites are unmaintained

and do not contain any recent information or new data on the game.

That leaves IndySquadron.com, the Jasta 6 page and the Inviolable Squadron as the only three functioning Dawn Patrol sites on the worldwide web. A sad state of affairs for a game which recently had seven operative, maintained sites in existence.

The [Links page](#) of this site has been updated to reflect all known Dawn Patrol web sites now in existence.

[SPECIAL DOUBLE ISSUE](#)

# KEVIN WINS SILVER GOBLET

## Bathgate KIA in Bloody RBF XVI

The Indy Squadron's reknowned Red Baron Fight is always a bloody affair, but the sixteenth annual edition of the event has set a new standard for aerial gore. Of the eight planes taking to the sky, only two of them returned to their airfields. When the skies cleared there were three killed... one shot dead in the saddle, one passed out and died on impact and a third perished in the hospital after the battle. Add to this one emergency landing, an end-over-end crash and another pilot landing for medical care and barely surviving a wound and you have an action-packed thriller, even by RBF standards.

The sides for this year's carnage stacked up like this:

British			
Stephen Dale Skinner	Lt. Thomas James	3/0	Camel 130
Barton Stano	Lt. Rich Littleton	12/5	Camel 130
Ken Mrozak	Maj. Billy Bathgate	62/4 5	Camel 130
Scott Erb	No information	N/I	Camel 130
German			
Kevin Richeson	Randolf Zunk	2/2	Fokker Drl
Rick Lacy	Oblt. Jonathon Dampier	?/1	Albatros DVa
Wayne Richeson	No information	1/0	Albatros D
Stephen Skinner	Vz. Horstmar Pimm	4/1	Fokker Drl

The heaviest hitters in the air were Major Billy Bathgate

[Updated Red Baron Fight Page](#)

L-R: Rick (2nd), Kevin (1st) and Ken (3rd)



**Meier Doubles; Makes Ace in North Sea Scenario**

A total of five games were played last Saturday, including the final barnburner mission which Rick describes in the following narrative:

*North Sea, 2 german 2 seats and 1 fighter vs 2 American Hanriot HD2s.  
 9 Oct 1918, Front, Low*

*A German DFW (Ken, with a 23 mission crew up) and an LVG (Bart, with his best 2 seat crew up) were sent out on a low level photo recon mission to some sub pens near the front. Fighter cover was Rick (who had his ace Wilfred Meier up) was in a Fokker D-VII (185). Opposing were Kevin and Wayne in the American Hanriot*

(Ken, 62/45) and Lt. Rich Littleton (Barton, 12/5) and they wasted no time in getting into the thick of it... one way or another. When Stephen and Rick were forced into a defensive box on the first turn by lousy numbers, Scott's Camel pilot flew in for a 250' side shot and missed. Barton's British ace positioned for a shot as well but found himself sandwiched by Wayne's Albatros and Kevin's all-red Triplane. Lead flew from above and below and Barton found fifteen fresh bullet holes in his Camel. His ace pilot was also hit with a light wound from Wayne and was forced to reconsider his involvement in the fight. Just as Wayne was rejoicing over his good fortune, Ken's super-ace fired and scored nine hits on his Albatros, one of which nicked Wayne's German pilot with a light wound.

On the second turn, Stephen again rolled lousy numbers and climbed his Drl above the fight, opting for a 200' top shot on the next highest player, Scott Erb. Stephen missed, jammed a gun and was then hit with a critical wound from Ken, who could only manage a 200' bottom shot and a jammed gun of his own. Stephen's Drl spun from the fight and ripped its wings on the way down moments later, becoming the first confirmed kill of the battle.

Wayne continued to fire away at anything that moved, pumping five rounds into Scott's Camel. Stephen Dale scored another load of hits on his German opponents and so far his plane had not suffered a scratch. Rick spent the turn complaining about how lopsided the fight was... and to the Germans, it certainly looked that way at the time.

With a decided edge in the scoring, Ken's super-ace latched onto Kevin's Drl and fired a weak four-hit burst. Barton's ace put a quick move on Wayne's Alb pilot and broke free from the German's tailing efforts, heading toward Allied lines. Once across the front, Bart was able to breathe easily and carefully select a landing spot. Lt. Rich Littleton recovered from his combat injuries, was awarded the British Wound Stripe for his troubles, and may now boast of having survived two Red Baron Fights (he placed fourth in RBF XI).

Meanwhile, Rick's luck was going south when he jammed one of his Albatros' Spandau machine guns, while Stephen Dale spent a third consecutive turn shooting but not being shot at. Their fortunes would soon reverse.

The shot of the game - and so far, of the year - occurred on turn four when Ken's super-ace failed to finish off Kevin's Red Triplane. Kevin turned around and returned fire, scoring only four hits... but one of them was the magic bullet that we all fear. Major Billy Bathgate, the 3rd ranked British ace in the world, slumped forward in his seat and his Camel nosed over into a spin. He died instantly and never knew what hit him. (See "In Memorial: Major Billy

#### *HD2 seaplane fighters.*

*The mission started out with the German flight at 3500 feet heading out to sea. Spotted by the Americans, the DFW dove right away to give as poor a shot as possible. Kevin dove after him and bravely opted for the 500' tail shot. Then Bart dove down and pulled up for a long tail shot on Kevin. Wayne dove down also for a 200 foot top shot, forgetting about the observer gun. And Rick, moving last, pulled in for a 50 foot bottom shot on Wayne.*

*This began the miserable turn of events for the Richeson brothers. Luckily, neither were hit by the head on shots, but Rick hit Wayne for 8 from the bottom. The next turn, Ken moved first and then both Richesons. Kevin tried to carry the fight further, but Wayne did not move to complement him, and Rick made him pay by hitting him for another 9 from the bottom. The next turn found the 2 seaters moving back toward each other, and Rick moved first, so he was unable to continue the attack on Wayne, but did take damage from Wayne. Bart and Ken did not have any serious problems though, as the Richesons were not able to concentrate their fire.*

*Now came the turn that was one of the bloodiest I've seen in DP. Bart moved first and ended up at 2500 ft facing east. Rick went next, and came in at 2450 feet, facing west. Ken went 3rd, and came in at 2400 feet facing south. Wayne then came in facing west at 2450 feet for a tail shot directly behind Bart and targeted him. Kevin came in facing west at 2400 feet and targeted Ken for a 100 foot side shot. (Talk about suicidal pilots.) This gives us a situation where the 2 Americans are targeted but none of the Germans. So, during opportunity fire, Bart's pilot (knowing Ken has a*



Bathgate" in this issue).

From this point, the action occurred so fast that it was hard to keep track of the game. Wayne and Scott exchanged fire again. Stephen and Scott were valiantly fighting for their lives, now outnumbered three to two by the Germans. The Brits pounded Wayne yet again, and the wounded Hun chose to leave the fight while the option was still available. He would later land in a field behind German lines, becoming the final kill of Bathgate's career. Stephen Dale, fresh off another firing run at Wayne's now-defunct Albatros, found an all-red Triplane on his tail and was suddenly hit with a critical chest wound. He managed to stay awake for two turns before passing out. He never woke up. Kevin had scored his second solo kill.

Only three planes remained in the sky... Scott's Camel against the two Germans, Rick and Kevin. Scott lost the initiative and ended up with a Drl and an Albatros on his tail, but he still managed to make a game of it by cleverly using the ground fire in his favor. He crossed into his own lines and forced Rick and Kevin to fly through a wall of AA, but no serious hits were scored. Suffering heavy damage, Scott was forced to set his plane down in Allied lines. He crashed heavily but survived, with kill credit going to Kevin and scoring credit being split between he and Rick.

The final scores looked like this:

<b>Red Baron Fight XVI</b>	<b>Aircraft</b>	<b>Points</b>
<b>April 9, 2005</b>		
Kevin Richeson	Fokker Drl (Red Baron)	181
Rick Lacy	Albatros DVa	79
Ken Mrozak	Camel 130	60
Barton Stano	Camel 130	41
Wayne Richeson	Albatros D	41
Stephen Dale Skinner	Camel 130	38
Scott Erb	Camel 130	27
Stephen Skinner	Fokker Drl	0

Kevin Richeson becomes the eighth Dawn Patrol player to hold the Red Baron Fight title since the event's inception in 1990. It is his second championship in a major Indy Squadron event; he also won the Armistice Day Tournament in 2003. Unfortunately, Kevin's pilot was an East Prussian Unteroffizier, which made him ineligible for

*23 mission crew up) targets Kevin for the head on. Rick, knowing Bart has taken some damage already, targets Wayne for a 100 foot head on. Kevin opted to re-target on Bart to exchange head ons. Wayne opted NOT to retarget the D-VII and kept targeted on Bart. Then Ken's observer also targeted Kevin's plane with a head on, figuring the D-VII could fend for itself.*

*Firing - Kevin and Bart exchange fire both hitting their head on shots with Bart doing 3 and Kevin doing 8. Ken's observer also hit Kevin, adding another 5 head on to Kevin. On the other side of the stack, Rick hit Wayne for 9 head on and Wayne missed his shot at Bart.*

*Net result: Wayne's engine took it's 6th and 7th hits and stopped. Wayne himself took a NE pilot wound. Kevin took a pounding but was still hangin in there. Bart's pilot took a NE and a CW wound to the chest. Rick and Ken took no damage that turn.*

*Next turn, Wayne starts his glide toward the ocean so he can try to land safely. Bart takes off for the German lines to try to get his plane down and keep his crew. And Kevin (who was pretty darned tired) moves out of turn BEFORE Rick, diving down for the water himself, but giving Rick another opportunity to fire (which I declined, even though we play at HP that if you move out of turn, you take the consequences) - Rick just dove down onto his tail and targeted without firing. This was enough for Kevin. He cut his engine and glided to landing.*

*Bart's plane crashed, and his pilot was killed but his observer lived. Wayne's plane crashed, and his pilot was killed. Kevin landed his plane and made it home. Rick and Ken completed their photo op and returned safely.*

nearly every medal. However, based on his exceptional performance and the downing of an enemy super-ace, it was recommended that he get a reduced chance at an MMC (gold). The roll failed.

After a string of pitiful tournament performances early in his DP career, Rick continues to be a factor in recent outings and creeps ever closer to his first championship. He finished runner-up in both major Indy events in 2003 and again in RBF XVI.

It was also great to see Bart again. This was his first visit to Indy this year and we even got to see his Camel ace fly again. Long time Indy members will recall that Littleton has flown with us on several occasions.

Thanks to Scott, Stephen Dale, Ken and Wayne for their attendance. It appeared as if this could be one of the lowest-attended RBF's in recent years, but we ended up having a great turnout after all.

**IN OTHER NEWS**, the squadron fund now stands at \$40 after the purchase of the silver goblets for RBF XVI and XVII. The goblets - engraving included - cost the squadron \$50. Just like the goblets handed out since 2003, these are nice, engraved pieces that are plated with .999 fine silver. Take a look at any other prize given out for any other event in Dawn Patrol... this is probably the highest quality piece of hardware available in the Fits universe. No kidding.

There is a new Dawn Patrol web site now up: [www.inviolablesquadron.co.uk](http://www.inviolablesquadron.co.uk). This is the new group based in England. We've heard from their players many times on our forum and its nice to see the group promoting themselves aggressively and planning their squadron's organization. ISD readers can expect a full article on this new unit in the next issue.

---

*Rick's D-VII pilot recorded his 4th and 5th kills that mission, but missed his roll at promotion and was not eligible for any medal.*

Other games during the day saw Stephen's 9/2 Pfalz DIII pilot, Lt. Othmar Schindler, fly his final mission when he took a light wound from Ken's French Nieuport ace. True to form, Stephen's German pilot rolled 5% and instantly lost consciousness, then ripped his wings and smacked into the ground face first. Bart had his engine smoked but managed to get his SPAD pilot home in one piece.

Just after the Red Baron Fight, we flew what Stephen Dale accurately referred to as a "dull mission" with four Camel 140's against a mixed bag of Germans. Stephen pulled a dumb move on turn one and managed to make himself a target. He rolled a 15% engine critical while jamming his gun in the same turn (5%... figure the odds) and the ensuing compression loss in his motor crippled his plane. The fight leveled off just below a cloud bank with lots of debate over how and when one can and cannot enter and exit clouds. The fight became something of an afterthought so we all flew into them and headed home, Stephen Dale bringing home a rookie with three criticals... so now he has a Camel pilot to replace Roy Black, the 10 mission pilot he lost recently.

And Rick left us this account of the day's 4th mission (out of five):

*Italians vs 2 AH and 1 German 9 Oct 1917, Front Med - Rick and Ken played Italian pilots in Hanriot HD1s. Kevin, Bart, and Wayne were Central Powers, with Bart and Kevin in Berg D1s (with wing guns only) and Wayne in a German Albatros D-V. This game rapidly became one of those long drawn out affairs, as the Hanriots and Bergs quickly outclimbed the*

*Albatros but were unable to deliver any significant damage. Bart jammed his gun rather early on, so he flew away, and soon Wayne did also, not being able to keep up. Kevin then won numbers and left also, ending the game.*

In Memory of

# Major Billy Bathgate

(Ken Mrozak, 62/45)

Although Billy Bathgate's career was built in Wisconsin, his new home over the past two years had become the Indy Squadron. Every player here was acquainted (in one way or another) with Ken Mrozak's super Camel ace, and it was in Indy that he went from big name to superstar.

A veteran of two Red Baron Fights, Bathgate had racked up numerous kills at the Indy Squadron and was the third ranking Camel ace in the world. He had taken on our top pilots and survived, and in many cases was victorious. He had earned the Military Cross on his 28th mission, the Distinguished Flying Cross on his 44th, a bar to his DFC on mission number 46, and the Victoria Cross on his 53rd fight.

His VC mission was played in Indianapolis, with Bathgate scoring multiple kills including a belated victory over Pour le Merite winner Hpt. Aron Hess (48/25), who landed in German lines only to die of a light wound. As a holder of the Victoria Cross, Bathgate was in rare company indeed.

His confirmation lists includes kills over at least three ace/experienced pilots, and no fewer than 15 Fokker Drl/DVII/DVIII's... meaning that the caliber of competition was high. In one particular mission early in his career (mission number 15), Bathgate actually shot down an LVG CVI with rear fuselage hits. That takes a lot of shooting! Most of us will never manage such a kill in our entire Dawn Patrol careers.

Bathgate had already survived three light wounds before his fatal wound received during Red Baron Fight XVI. Our hats are off to a worthy opponent and a memorable pilot. Bathgate will be interred in the Indy Squadron War Cemetery with full military honors.

## RBF XVI Slated for April 9th

Despite the Fits Society's best efforts, the Indy Squadron Red Baron Fight is back for a sixteenth consecutive year! (Oh, lighten up... I'm kidding).

Our traditional late April date has again been whomped by the society's Spring Mini Con, but that's okay... it's all become part of the Red Baron Fight tradition by now. We set a date, then we move it. Forewarned is forearmed, so we cleverly moved RBF to our predetermined backup date of April 9th. The gaming starts at 10 am and the venue is Rick Lacy's house ([rlacy40@hotmail.com](mailto:rlacy40@hotmail.com)) on Indy's east side. Gaming starts at 10 am and we look forward to seeing you there.

This year's lineup should include several former winners, including Scott Jones, who once owned this event. He and Terry Phillips dominated the game in the early 90's. Stephen Dale won RBF X and will definately show for this year's competition. No word yet from Scott Campbell, but he makes most of the major local events and he won the title in 1998. Long time Bloomington player Graham Shepfer is a question mark... he's played in five events, won two of them and never finished outside the top four. But he does miss some events and we're still unsure of his attendance.

Rick wil return to try and break The Spell which, except for a rare second place showing in RBF XIV, has kept him out of the running in all five of the events in which he's competed. No word yet from Dory, who has managed to top Rick's record by competing in thirteen events without a victory... yet she's won three squadron titles. Go figure.

Ken Mrozak has only two RBF's under his belt and no titles to show for it, but he will certainly be a factor due to his playing experience and the depth of his roster. Big pilots are commonly flown in the Red Baron Fight, and no one has more of them than Ken. Win or lose, he'll affect the game one way or another. The Richeson flight, Rolls Royce guys and the HP team will also usually send a few heavyweights our way, plus Jim Selzer and Rich Kapustanczek occasionally pop in for a surprise as well. Barton Stano is also on the prowl, threatening to invade Indy again to back up his runner up finish in RBF XII.

The Silver Goblet should be back again as our prize this year. We gave away the second and final goblet last year,

### Barton, Mrs. Jones and Etc.

Watch the skies late next month for the arrival of Scott Jones' bride, Irene. With the blessing of Big Brother, she will finally get here on Friday, April 22nd. Meanwhile, Scott is outfitting his home office with new furniture and more will be on the way as soon as Irene gets here to help pick it out (heaven help the man who tries to choose bedroom and living room furniture without his wife). We still hope to christen Scott's home with a Dawn Patrol event sometime in the coming weeks.

Rumbles come from afar about the return of Barton Stano to the Indy gaming table as well. Barton was going to make the March 26th games but we were one person short and had to cancel. It will be nice to game with him again, especially if you don't have to cut for a kill. The only thing worse than cutting for a kill with Ken is cutting for a kill with Bart. He's impossible to beat. That's not just a general impression... actual game statistics back it up.

so its time to have a few more engraved. Your humble webmaster will look for our prize this coming week and it will be exciting to see what's available on the market this time around.

Mark your calendars and we'll see you at Rick Lacy's house at 10 am on April 9th for Red Baron Fight XVI.

---

## BRACKETS TO DETERMINE "3rd MAN IN"

Six people showed for a fun day of Dawn Patrol gaming at the Skinner's house on Saturday, February 26th. Rick, Stephen Dale, Ken, Scott Jones and Stephen gamed throughout the day and Alice joined in for a (regrettable) game later in the evening.

Two house rule changes were proposed during the day's activities. Rick suggested that we adopt Mike Carr's interpretation of the "3rd Man In" rule in the wake of the Armistice Day flap last November, when Kevin Richeson was caught between the rule's actual text and the game designer's intent. The Dawn Patrol rule book states that one cannot become a third attacker on a single target unless there is no other "equal or closer shot" available. Since 50' feet is closer than 100' we occasionally find someone attempting to pass up a 100 foot shot to be the third man in on a 50 foot shot, citing the text of the rule as justification. However, Mike Carr prefers that the range bracket be used as a measurement of attacking distance, not the actual distance of the shot.

Most everyone agrees that this form of the rule is best, but it's difficult to enforce when the text of the rule book says otherwise. Hence, the newly adopted house rule clarifies that Mike's form of the rule will be used, not the original rule. The house rule, which passed 5-0, now reads:

### 3rd Man In

When determining eligibility for a third attacker on a single target, firing range brackets will be used to calculate distance, not the actual distance of the shot. Therefore, a 50 foot shot is considered to be the same distance as a 100 foot shot for calculating "3<sup>rd</sup> Man In" eligibility, because they are in the same firing range bracket. The bracket ranges for firing are the sole determinant for the "equal or closer to" calculation. (The Point Blank Range rule cannot be used to determine any "equal to or better shot" consideration).

### Rick Lacy's After-Action Report (late game additions by Stephen Skinner)

Game 1 - 2 German Halberstadt CL-II's and a D-Va (hi compression) flying against 2 Allied fighters. The Germans were attacking a train, and managed to get several hits on it, eventually destroying the engine and halting it before it could reach its destination. However, while flying away, Stephen's crew clipped the top of a hill (a kind reference to a dumb pilot error - ed.). Both survived the crash, and Rick's crew actually landed on a nearby road to pick them up, but were subsequently captured as well. Of the 4 airmen captured, Rick's observer escaped the POW camp and returned to fly again.

Game 2 - Rick flew a Sopwith F.1 (150) defending a balloon and didn't have a very good mission. He missed the only 2 shots I took and took two critical hits in my plane. However, he did make it home safely.

Game 3 - A North Sea mission, with Stephen Dale flying a H-B W-12 and Rick's only German Ace in a big block Fokker D-VII against 2 British DH-9 and a Camel 150 returning from a mission. The combat favored the Germans, nothing of note occurred.

Game 4 - A Western Front fighter vs. fighter battle with 3 Camel 150's against a D-VII and a Pfalz D-XII. The battle was remarkably



In another rule issue, Stephen proposed that all Indy Squadron house rules be abolished so that the squadron could start with a clean slate. The resolution was turned down by a 4-1 vote on the general consensus that further thought should be given to the idea. It is to be discussed again next month. If approved, this proposal would remove all Indy Squadron house rules on every topic.

In other business news, the Indy Squadron fund now stands at a healthy \$72, which treasurer Rick Lacy said was quite good for this time of year. We need the funds to secure a nice prize for this April's Red Baron Fight XVI, plus a venue for the 16th annual Armistice Day Fits Tournament this autumn. The fund was boosted by Ken's generous contribution this weekend. He dropped a \$20 bill into the pot and threatened anyone who asked him for any more until 2006. Speaking of generosity, Ken, Rick and Scott sprung for pizza last Saturday, treating everyone. Thanks again!

---

even, and in the end Rick's Camel and Stephen Dale's D-VII eyed each other before flying off their separate ways.

Game 5 - A day bombing mission by the Americans, with Stephen's American 2 seater crew seeing action after decades of slumber. Ken put up Lt. Mike Carr as fighter escort. The Germans had a Pfalz D-XII and a LVG C-VI defending a German rail depot. The American's drove both Germans off and exploded Rick's Pfalz. Luckily, his pilot made his miracle survival role. Stephen managed to complete his bombing run successfully despite having nearly 40 hits in his plane and both wings just one hit from being destroyed. He slipped into a cloud bank after completing his mission.

Game 6 - Two German 160 hp hi compression DVII's were flown by Stephen and Alice, against a pair of Camels flown by Ken and Stephen Dale. After two inactive turns, Ken took a 500' side shot on Stephen's German ace Lt. Bartholomus Bockhaus (14/5) in order to secure mission credit for them both. The DVII only took two hits, but one of them went through the pilot's shoulder for a critical wound. He immediately passed out and never woke up. If there's a worse way to roll I don't know what it would be. Alone after the Magic Bullet had done its work, Alice was outnumbered by superior planes and had little hope... she lasted several turns before being shot down. Ken received credit for both kills but lost a roll for the Distinguished Flying Cross.

Still, overall, Ken had a stellar game and he and Stephen Dale were the stars of the day. Ken scored three or four kills, and Stephen Dale would have equalled the effort had he not lost out on two victory cuts. Neither of them lost a pilot and they flew extremely well

throughout the day.

## **2005 CALENDAR POSTED**

### **News and Notes From Indy**

Lots of small items to talk about in this issue, none of them particularly related but all of interest. First of all, the webmaster is back from travels to the (real) western front near Verdun, France, and now hopes to begin more frequent updates of the site. We published new issues of the Dispatch on January 17, December 6 and November 25th, so IndySquadron.com still leads the way in publishing fresh Dawn Patrol-related material to the Fits world. However, updates in other areas of the site have been a little slower in coming.

But I have a good excuse. In late January I made my sixth trip to the western front to research the death of 2Lt. Frank Luke, Jr., America's top balloon-busting ace of World War I. In journey after journey to France, I've slowly peeled back the layers of legend and am finding what really happened to one of history's great SPAD aces and the results are surprising. I spent much of my last trip on an amateur archeological dig in the hills overlooking Murvaux, the town near where Luke was killed, and learned a great deal of new information about where German units were deployed. I've solved the mystery of whether a German machine gun had been placed in the church steeple in Murvaux and found two new witnesses to Luke's death who were undiscovered for nearly 90 years. I brought back tons of notes, photos and (another) boatload of information that I'm now sifting through, so the trip was hugely successful.

Now I'm back to make some minor changes to the site and also several updates, including posting the new 2005 Indy Squadron calendar. Click on the calendar page for full details and look at the date for Red Baron Fight XVI, which has been moved back to April 30th. We will have our standard monthly gaming days in addition to Gen Con, the Armistice Day Fits Tournament, New Year's Day gaming and the usual load of fun. You'll also notice a new link to a printable version of the Indy Squadron calendar at the top of the page.

Jeff Manjarrez has switched to a new email provider and now has a new email address. Anyone wishing to contact Jeff can find his new address by clicking on the Society Resources page and follow the link to the Worldwide Dawn Patrol Email Directory. The success of the Directory has been surprising, with tons of Dawn Patrol die-hards asking to be added to the list. Another new addition is David Crowell, a new member of the Indy Squadron Forum who was just added to the Directory this week. You can also reach Dave by posting a personal message to the Forum mailbox system.

Good news from Scott Jones... he arrived safely back in the USA after three weeks overseas in the Far East, where he and his bride, Irene, took their wedding vows. Scott is now lodged in his new southside Indianapolis home just minutes from the Skinner's house, and awaits the arrival of his wife in about two months. The delay is attributable to our cloak-and-dagger public servants, who now see fit to assume that every warm body on the planet is automatically a terrorist. With Big Brother's permission, Irene and Scott hope to be together again by mid-April.

And finally, the Skinners may be moving away from Marion County later this year for another home in the central Indiana area. Their house will go up for sale soon as they seek to find an older, Victorian-style home to the north or west of Indy. They hope to move 30-90 minutes out of town in an arc from Cloverdale to Crawfordsville, to Kokomo and over to Ft. Wayne. Its good news for the family, but in a way a shame, too, since Stephen and Scott just became neighbors.

Don't forget to join us for gaming on February 26th. The venue will be posted on the calendar page soon.

## Scott Gets Hitched

After searching the world over, Indy Squadron founding member Scott Jones has finally found the woman of his dreams, swept her off of her feet with a dazzling display of charm and wit, and married her in every official capacity that one can manage in Malaysia. Congratulations to Scott and Irene! The Indy Squadron Dispatch is proud to present Mr. and Mrs. Scott Jones (please rise from your computer chair).

This gripping tale is best told by the participant, so scoot to the very edge of your seat and push all breakable articles away... here are the words of Mr. Jones himself:

Hi all,

Hope everyone is doing well. I am typing this at an Internet Cafe in Binting Walk in Kuala Lumpur. Me and Irene made the journey up here today on the bus. It was another hot sunny day today with the bright green of Malaysia passing us by. I have trouble reminding myself that it is January. I here it is cold there now and snowy. Hot and sunny here with highs in the upper 80's with some good breezes. We were planning on filing Irene's VISA application today with the Embassy, but a call to them advised us that it was closed due to Martin Luther King Day. So sad. I will file next Monday when we are back from our honeymoon. That is also the day I fly home, but I don't leave till late at night. Today I met my friend Bill who I traveled with along with another friend here in KL with Irene and we went to KFC for dinner. I did not want another Chinese dish today. I have eaten so much strange food this trip it is crazy. I bought a few VCD's at a store in a mall, much cheaper than DVD's. Tomorrow we leave at 4:40pm to go to Bali which will be very interesting. Today we wandered into about 3 hotels looking for a place to stay and the rooms were not nice and one faced the street. We finally settled into the Imperial Hotel which at \$21 a nite is pretty good. We had one taxi driver try to offer us a rate for 35RM, which is Malaysian money. He would not use the meter. I sent him on his way. It turned out the metered rate was only 6.80RM. One hotel the lady didn't like us very well when we told her we did not like the room. Too noisy, she threw the deposit money back at me and was very rude. No World Class customer service here for all of you at SAFECO.

Well the wedding went very well. It happened on a bright sunny morning. I was picked up by my new Brother in Law Brian from Australia and I had to bribe her brother to let me in the house to get the bride. Old Chinese tradition. We then made it to the church and I waited about 30 minutes while people filed into the church which held about 100 people. There were nice decorations. Well after a prayer, and some singing and a short message from the Pastor we came up and had our vows and exchanged rings. It is hard to describe how I felt at that moment. I was sort of weepy and I can't describe how it felt to have the pastor say I now present to you MR. and MRS Scott Jones. Well we then went to the reception at the 5 star Rensannce hotel for an 8 course Chinese lunch. I had my laptop and made a short slide show of me and Irene's relationship and had some songs on the computer for background music. We danced our first dance to Richard Marx "Now and Forever". Later a few other couples joined us on the floor for a couple of other slow songs. The Chinese do not dance much at receptions. One thing funny was at the end of the 8th course everyone got up at once and headed for the exit so me and Irene made a mad dash to the exit to say goodbye. Irene says this is very common for Chinese to leave early after the reception. Well later that night me and Irene enjoyed a nice supper and glass of wine on the 24th floor of the hotel in the club lounge. Brother in law is an airline pilot who gave us a free night there. Really nice, so much nicer than my current room.

Well it was a magic time and despite some stress and a few small snafus things worked out very well and the price was so cheap compared to a similar wedding and reception in the states.

Well I will close here. I will try to update you from Bali. Hope all is well in Indy.

Take Care, Scott