



A Great Weekend at the WBC...

The Worthington games team was happy to attend the World Boardgaming Championships in Lancaster, PA. The three day convention held at the beginning of August gave us a chance to meet many great people.

We also held a competition involving our game CLASH FOR A CONTINENT. Gamers fought through the battles of Saratoga, Quebec, and Yorktown Redoubts 9&10. Mark McClaughlin was declared the victor after an enjoyable competition. Thank you to everyone who participated.

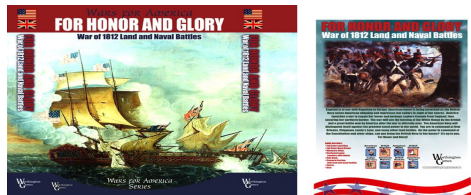


“Clash for a Continent” is the first of our “Wars for America Series.” The game utilizes a modular terrain system to create fifteen battles from the French and Indian war and the American Revolution. Components include color terrain tiles and stylishly thin wooden blocks to create a quality counter experience.

The WBC took place at the Lancaster Convention Center. Co-Designer Grant Wylie moderated the event. A plaque was awarded for first place.

Second installment of “Wars for America” debuts at WBC...

“For Honor and Glory: War of 1812 Land and Naval Battles” was premiered at the WBC in August. Our follow up to “Clash for a Continent” chronicles the battles of the United States’ second war against Great Britain.



The same modular terrain scenario style will be used. The land rules will be similar to

Second Installment ...(cont.)

“Clash” with a few adjustments for the warfare of the time.

The biggest news is the inclusion of naval rules and scenarios. These will include ship to ship and fleet action scenarios. Not only can you command a ship, you can command a fleet in one of the great battles on the lakes. As another added bonus we are including two miniature metal ships crafted by Old Glory Miniatures in every game.

“For Honor and Glory...” can be purchased from our website for the price of \$49.95. Shipments have been made for those who have already reserved their copies.

Upcoming designs...

Worthington Games has slew of releases planned for late 2005-early 2006. First up is our American Civil War strategy game “Forged in Fire: The 1862 Peninsula Campaign and Seven Days Battles.” The game chronicles McClellan’s slow grind to Richmond and the emergence of Robert E. Lee in strategic block format. Release is planned for fall/winter of 2005.

We are also very excited to announce yet another game featuring a colon in the title. “Blood of Noble Men: The Alamo.” Game design is by Dennis Bishop of Kyber Pass Games. This game will follow the fog of war system used to great effect in our debut release of 2004, “Victoria Cross: The Battle of Rorkes Drift.”



Development is also underway for “The Cowboys: Way of the Gun.” This is our game of the Old West. 2 - 5 players will be able to shoot it out in 30 - 90 minutes. The game will feature



Upcoming Designs...(cont.)

10 beautifully sculpted metal cowboy figures and geomorphic mapboards depicting town and open range areas so every game can be different. Historical scenarios will be included and the game will very design it yourself friendly. Some of the features will include reloading, fan firing, horses, and various weapons.

All of announced titles can be pledged on our at website. Just go to <http://www.worthingtongames.com>. Pledge prices are typically at a discount



Strategy Corner...



By: Grant Wylie

BRITISH STRATEGY

There are a couple of key things to remember as the British player. The first and most important is firepower. The British player can hurt the Zulu from a distance. He/she must do this while keeping their own distance from the Zulu. The Zulu player can't inflict heavy losses on you unless he can come to grips with your men. Whittle the Zulu force down long distance as best you can before it comes to melee. Eventually the Zulu will lock with you. You want the odds as even as possible before this happens. Move units back and forth between zone G and the firing line as quickly as possible, using Chard and Bromhead if needed. Just don't lose a chance at volley fire by doing so.

Strategy Corner...(cont.)

Volley fire is devastating to a Zulu attack if you get the chance to use it. Set it up in advance if you can. Sometimes the threat of it will prevent a Zulu player from crossing a wall for melee and cause him to waste precious turns maneuvering. Take advantage of terrain where possible. Putting units on the storehouse roof and the final redoubt both give you good line of sight and no loss of firepower for an empty zone between you and a wall.

The hospital can be a real dilemma depending on how the Zulu attack. You don't want to position too much strength in there but you need to make sure you get at least one VP unit out of the hospital or you will be hard pressed to win. Remember for the terrain victory conditions if the Zulu takes the hospital, which he/she will, plus all the VP units then he only needs 4 more VP to win the game. With the water cart being worth 4 until the last quarter of the game as well as the kraal you will probably lose if you've lost too much strength. The key is to get at least 1 VP unit out of the hospital.

ZULU STRATEGY

One of the problems the Zulu had during this battle was coordinating an overwhelming attack against the firepower of the British. In limiting the Zulu to 90 SP we have tried to give the Zulu player the same dilemma. The British player will most likely set up to give themselves fire into every portion of the map possible. You can move 50 SP one zone at a time and move another 40 SP two zones with the 4 Zulu leaders. Your goal is clear. You must kill as many British as possible with each attack. At times you will feel helpless as your attack dwindles in numbers and you rebuild for the next assault. Don't worry just keep inflicting losses. The British player will teeter on the brink as well. I will go over two possible strategies for the Zulu here:

1. Split your force into a mobile force of 50-60 SP to start the game with the leaders. Use the breakdown of blocks to mask actual numbers by keeping the number of blocks about equal. The other force will be slower but will act as a diversion to the main



Strategy Corner...(cont.)

assault. Initially move both forces onto opposite sides of the board. Move only into the first zone. This will keep your leader's location masked. On the next turn you can either rush forward with the 40 SP and your leaders to inflict damage to a force on a wall or convert both forces to slow movers by sending your leaders off board to rush forward replacements. Do not hesitate to lock with the British as long as you have the chance to inflict losses.

- The Hammer. If the British player sets up in such a way that he will have a hard time maneuvering between areas then consider moving your whole force in at once. You will have two choices with your leaders. You can run 40 SP forward 2 zones on the first move or just one and then rush the wall the following turn. If you run forward 2 zones on the first move you can then on the second move send the warriors forward to the wall. Then move the leaders 2 zones off board to bring on replacements. Just keep feeding troops forward to the fight. Hammer 'em!

Remember to protect your leaders. Never lose them or the game is probably over. The extra movement they give will allow you to surprise the British and lock in combat with them and inflict losses. These are just a few of the strategies used during playtesting. There are many others out there.

Issues and Errata...

This section will evolve to consist of questions and items regarding the play of our games. We encourage you to check the downloads section of our webpage. We also post information on the Consimworld (<http://www.consimworld.com>) and Boardgamegeek (<http://www.boardgamegeek.com>) forums for our games. We encourage you to contact us with any questions you might have.

Issues and Errata...(cont.)

- Q. Where can I find the 'Line of Sight' chart for "Victoria Cross"?
- A. **Go to** <http://www.worthingtongames.com> **You will see a downloads button. Click that and you will see downloadable files for our games.**
- Q. In "Victoria Cross" can leaders move two spaces on their own?
- A. **Certainly!**
- Q. How does your pledge system work?
- A. **Our pledge system is painless! All you follow the pledge link provided for the particular game. You do not have to pay or provide payment information at that point.. 4-6 weeks prior to shipping of the game we will send you an email requesting payment information..**

Email us your questions at worthingtongames@cox.net

Editor's Nook...

That will be all for this installment everyone. We hope to make the newsletter a regular event.

Attached you will find a new scenario for "Clash for a Continent". We hope you enjoy the new content.

Please feel free to email us with any feedback or questions. -Matt (cujofilm@cox.net)



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Worthington Games



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